

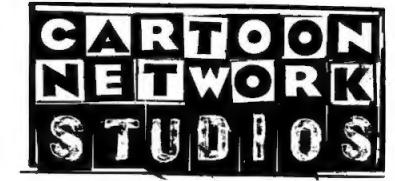


Date 03/06/14

- Board Team Final
- Network Approval Board
- Record Board
- Animatic Scan Board
- Conformed Board 03/06/14
- Design Board
- Final Board

1025/177

## “Jake The Brick” 1025-177 Final Board



Adventure Time Created by  
Pendleton Ward

Supervising Director  
Adam Muto

Storyboard by  
Kent Osborne

MAR 20 2014

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1025/177

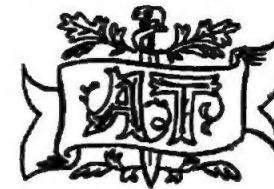
1025/177

1025/177

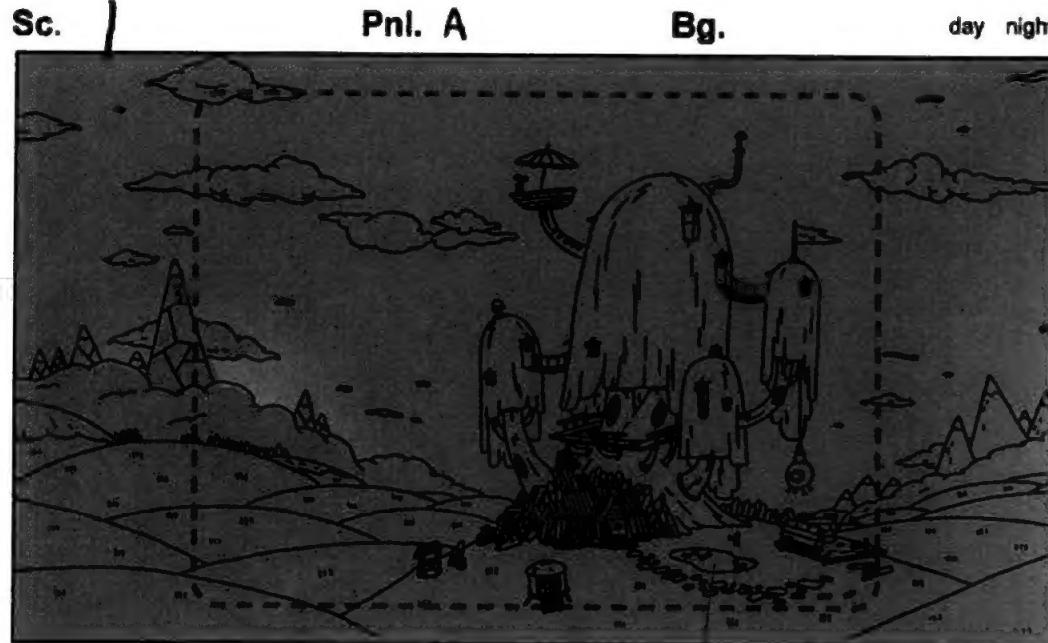
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start

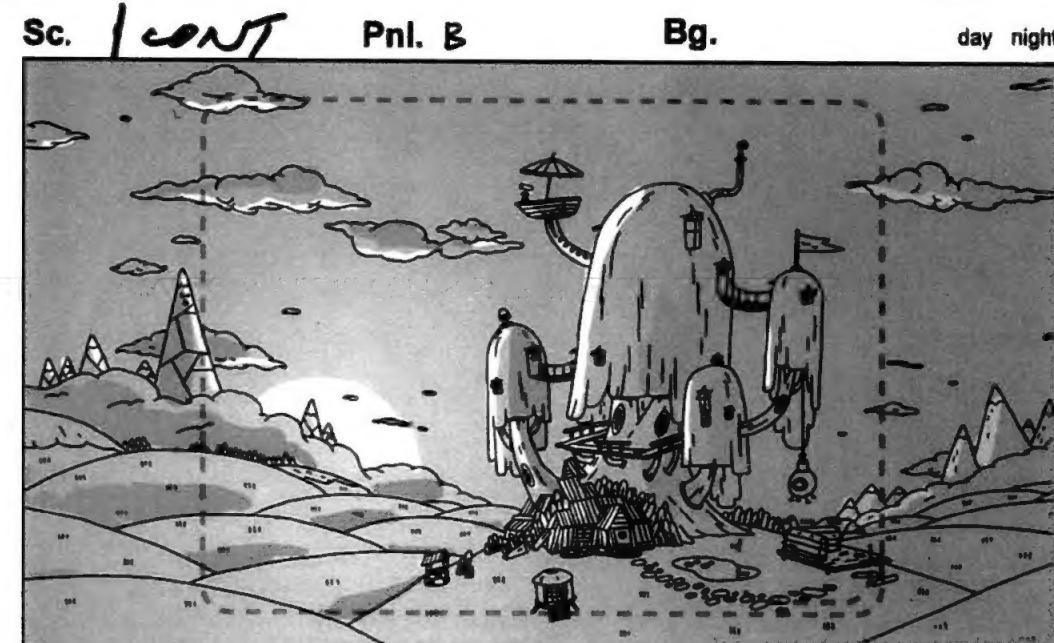
# ADVENTURE TIME



day night



day night



Page 1

day night

FA Cut

EPISODE # 1025-177

Production :

1025/177

Dialog:

Pond

(MUSIC STARTS)

SFX/ Birds Chirping

Action:

- TREE HOUSE      EARLY MORNING

- LIGHT BREAKS

Timing:

MAR 20 2014

1025/177

1025/177

the art

# ADVENTURE TIME



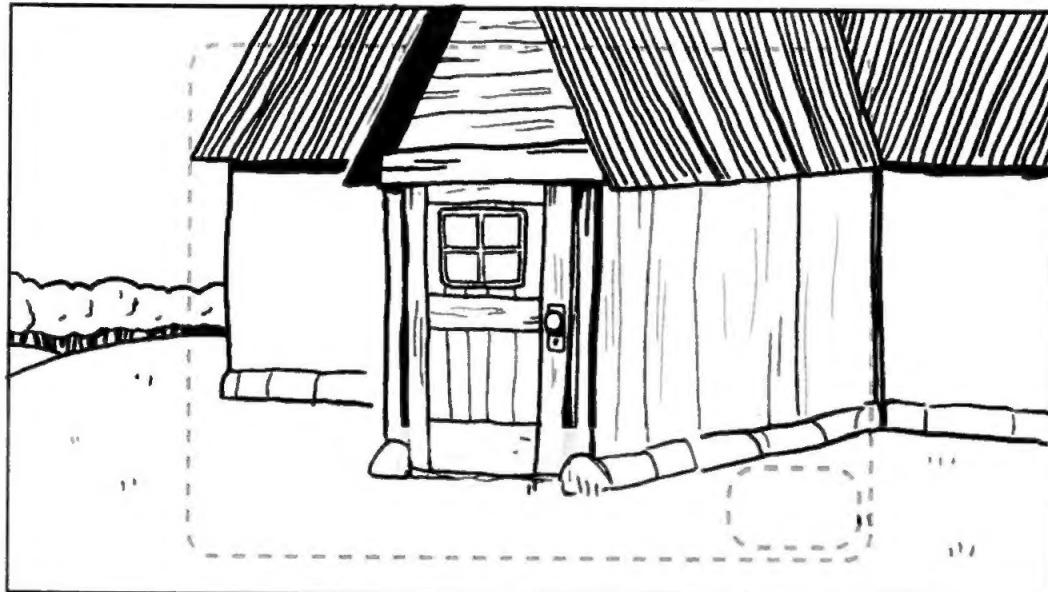
Page 2

Sc. 2

Pnl. A

Bg.

day night

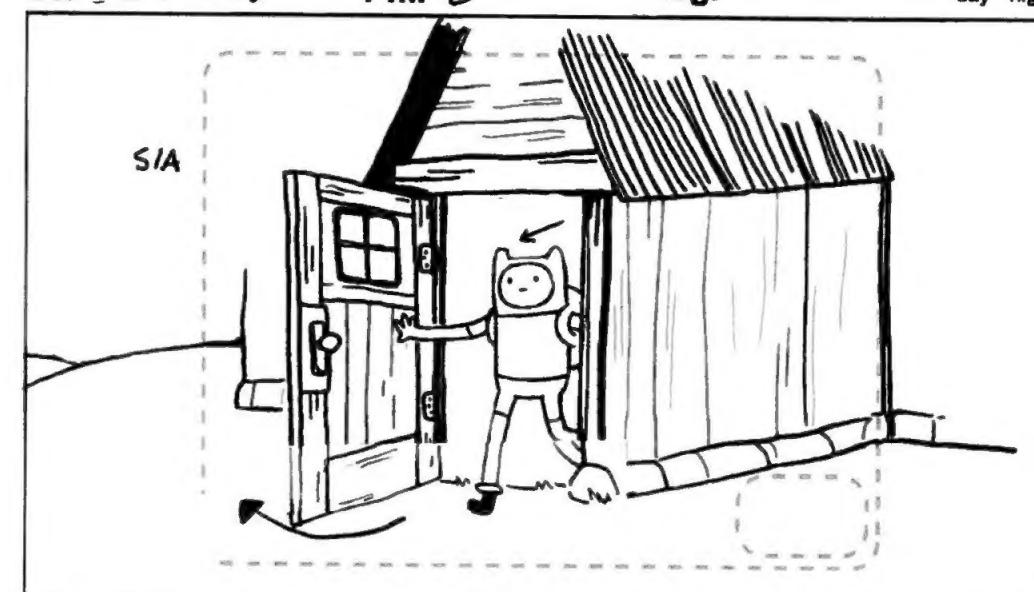


Sc. 2 cont

Pnl. B

Bg.

day night



EPISODE # 1025-177

Production :

Dialog:



Door swings  
open

Action:

SFX: \* CREAK \*

Timing:

• F PUSHES DOOR OPEN

MAR 20 2014

1025/177

1025/177

# ADVENTURE TIME



Sc. 2007

Pnl.

C

Bg.

day night

Sc. 2007

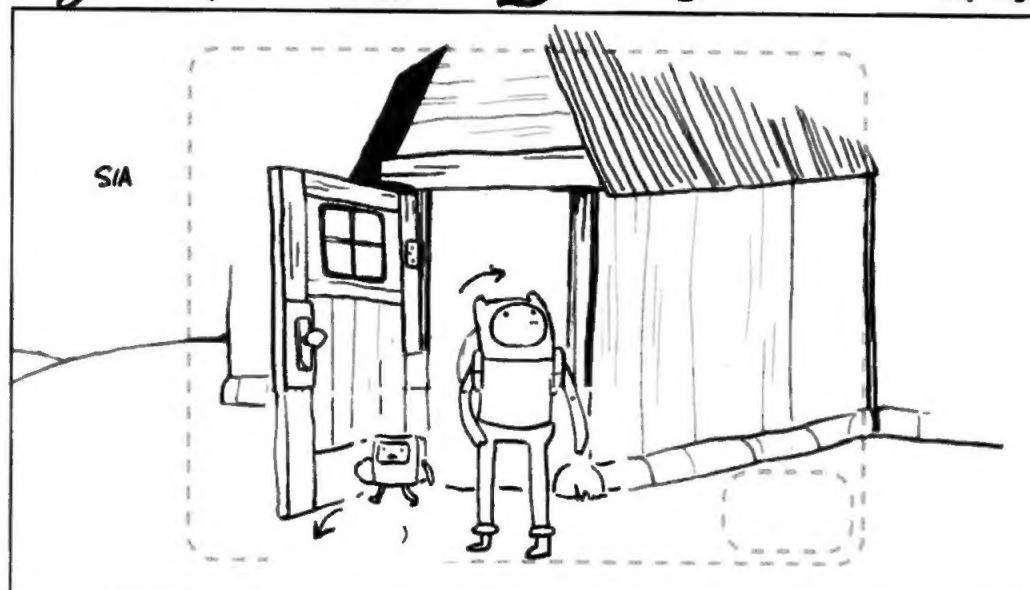
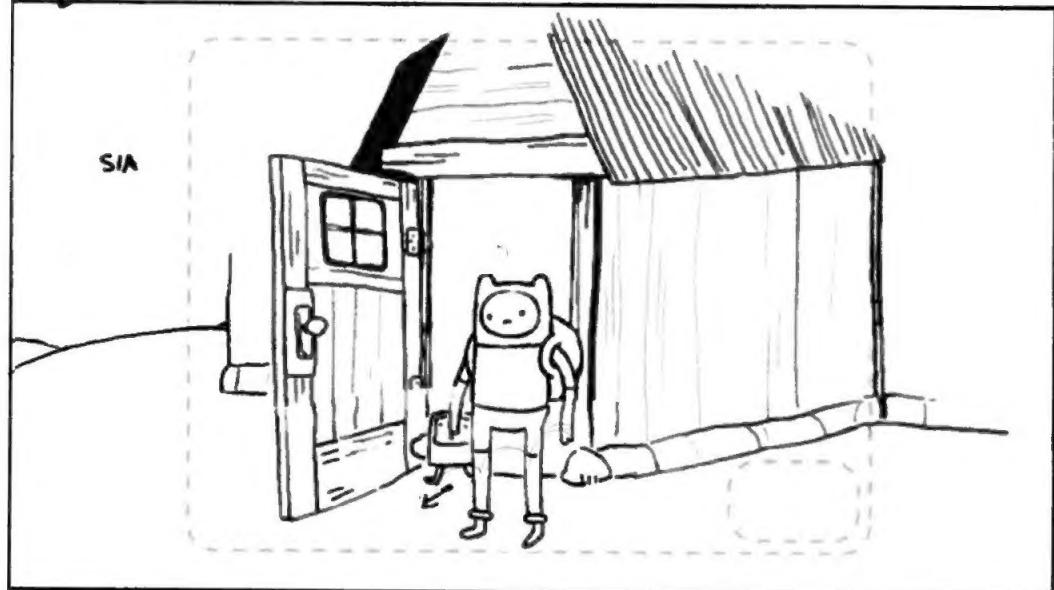
Pnl.

D

Bg.

Page 3

day night



EPISODE # 1025-177

Production :

Dialog:



Action:

- BMO ENTERS BEHIND F, HOLDING APPLE UNDER ARM
- F LOOKS UP AT SKY TO CHECK WEATHER



Timing:

MAR 20 2014

1025/177

1025/177

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# ADVENTURE TIME



Page 4

Sc. 2 cont

Pnl. E

Bg.

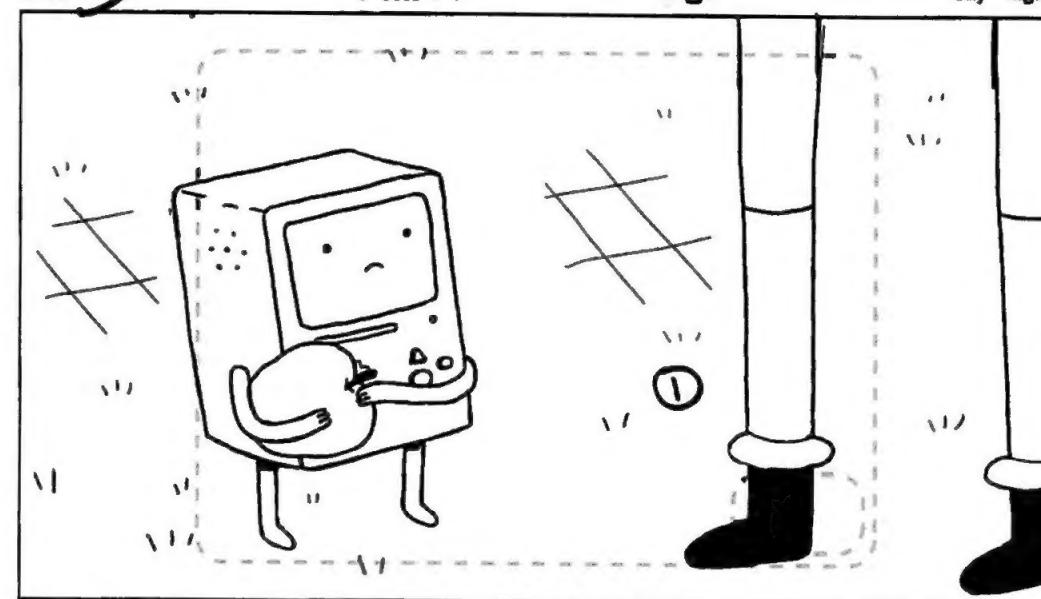
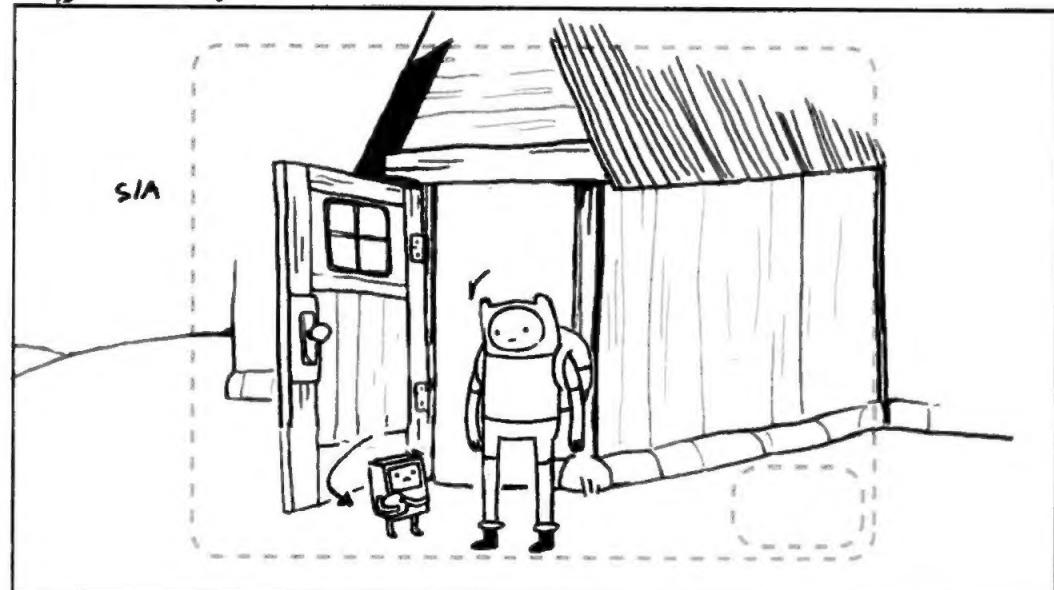
day night

Sc. 3

Pnl. A

Bg.

day night



EPISODE # 1025-177

1025/177

Dialog:

Action:

- BMO STEPS FORWARD TO F
- F. LOOKS DOWN

Timing:



MAR 20 2014

Production :

1025/177

# ADVENTURE TIME



Sc. 3 cont

Pnl.

B

Bg.

day night

Sc. 3 cont

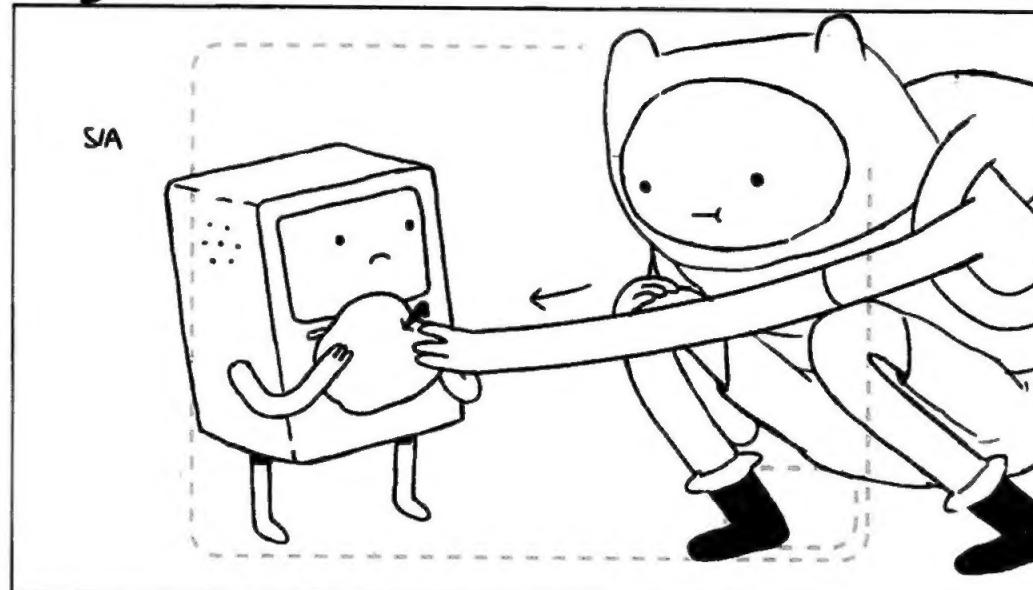
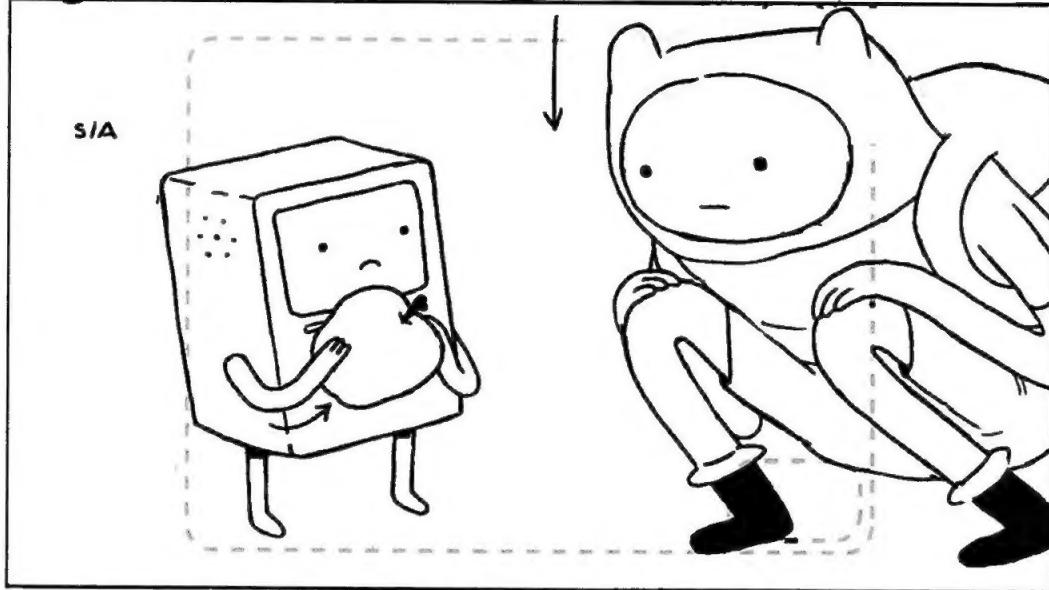
Pnl.

C

Bg.

Page 5

day night



Dialog:

Action:

- F SQUATS DOWN
- BMO HOLDS UP APPLE.

Timing:



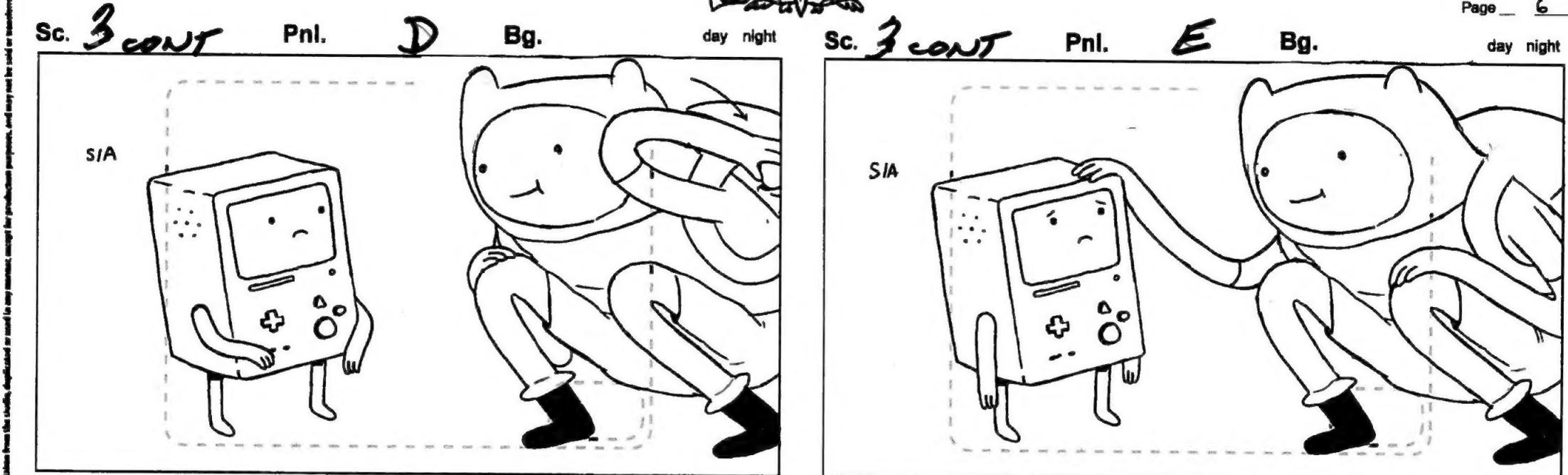
- F GRABS APPLE

MAR 20 2014

Production :

1025/177

# ADVENTURE TIME



1025/177

Dialog:

Action:

- F. TUCKS APPLE INTO BAG.

Timing:

EL

- F PATS BMO (A, B, A, B)

MAR 20 2014

Production :

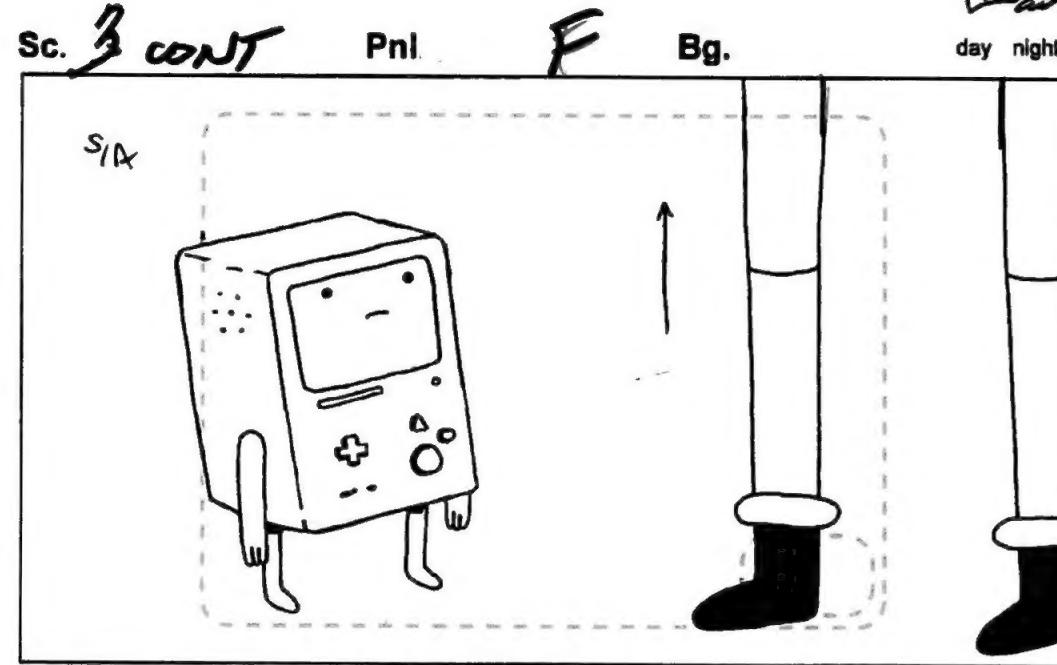
EPISODE # 1025-177

1025/177

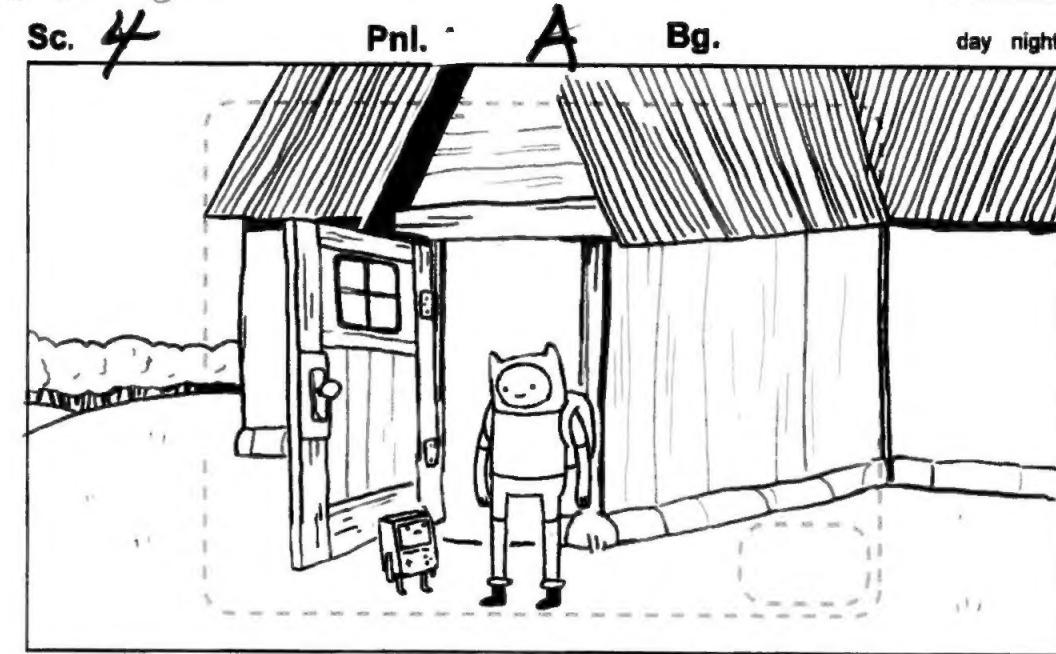
# ADVENTURE TIME

1025/177

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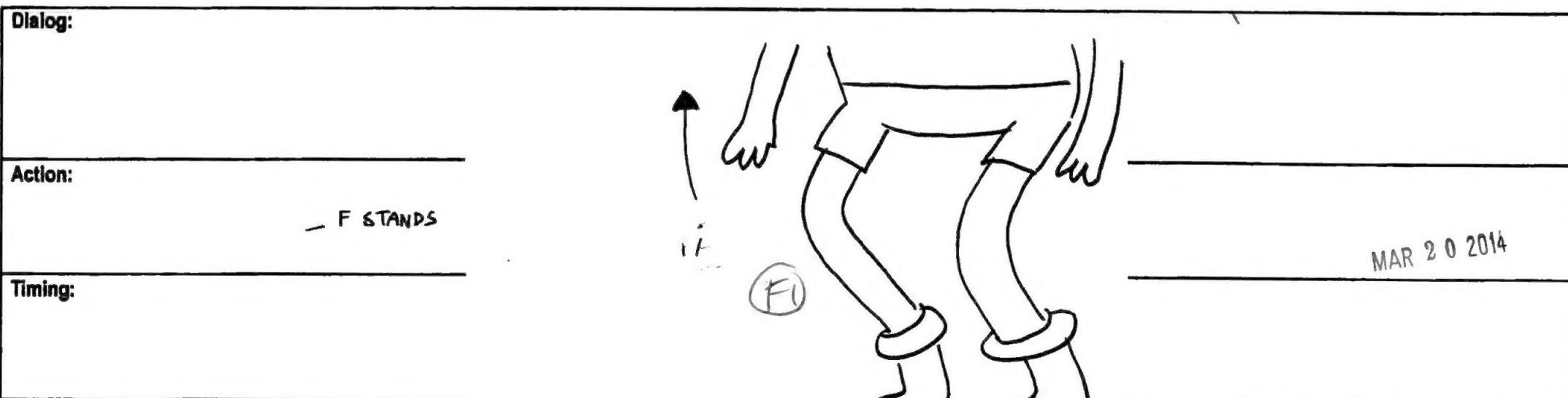


Page 7



EPISODE # 1025-177

Production :



1025/177

1025/177

# ADVENTURE TIME



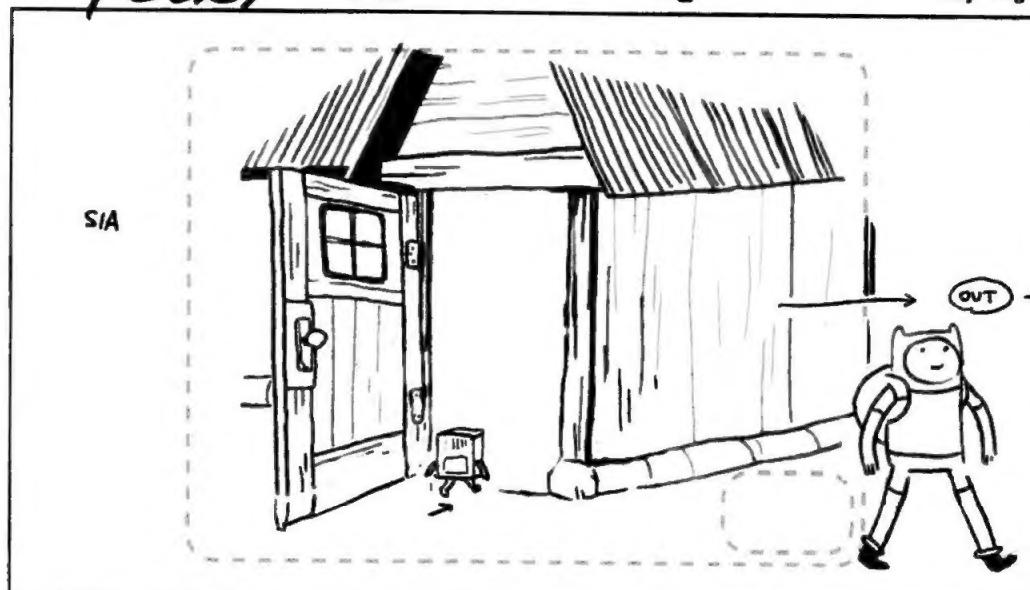
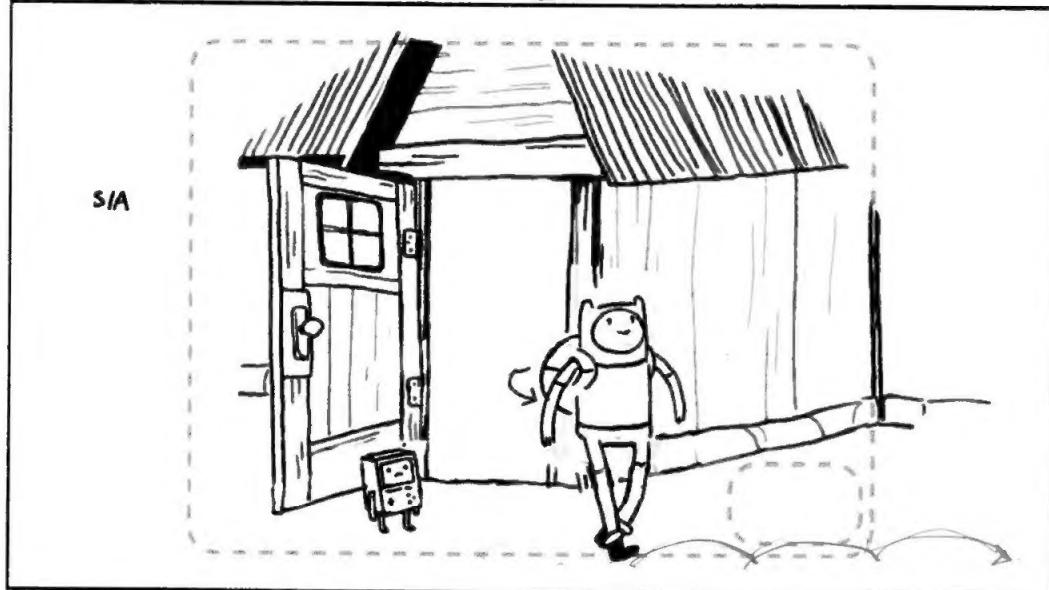
Sc. 4 cont Pnl. B Bg.

day night

Page 8

Sc. 4 cont Pnl C Bg.

day night



Dialog:

Action:

- BMO TURNS TOWARDS HOUSE.
- F EXITS

MAR 20 2014

Timing:

Production :

1025/177

# ADVENTURE TIME



Sc. 4 cont

Pnl. D

Bg.

day night

Sc. 4 cont

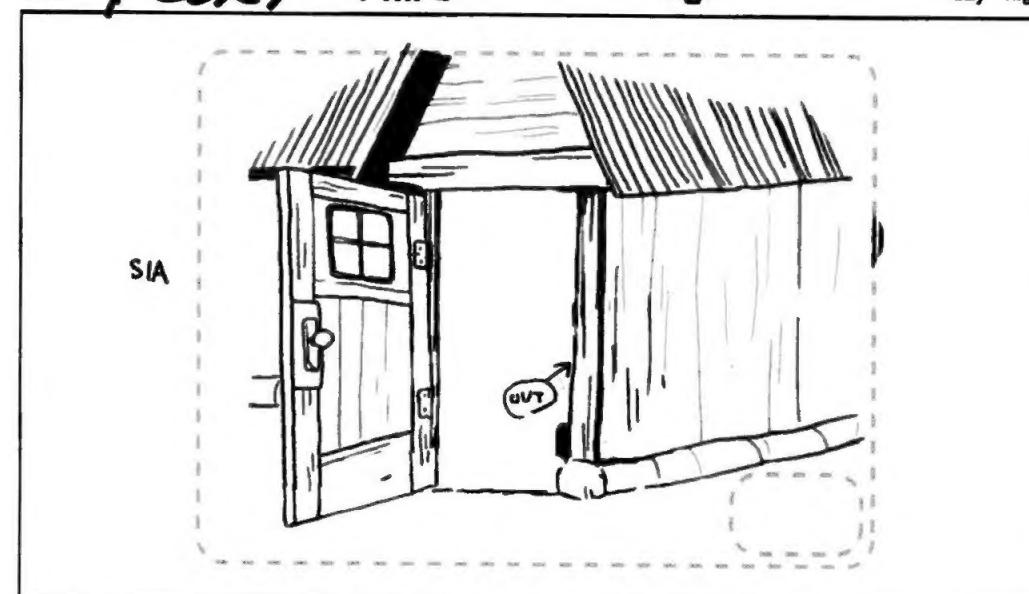
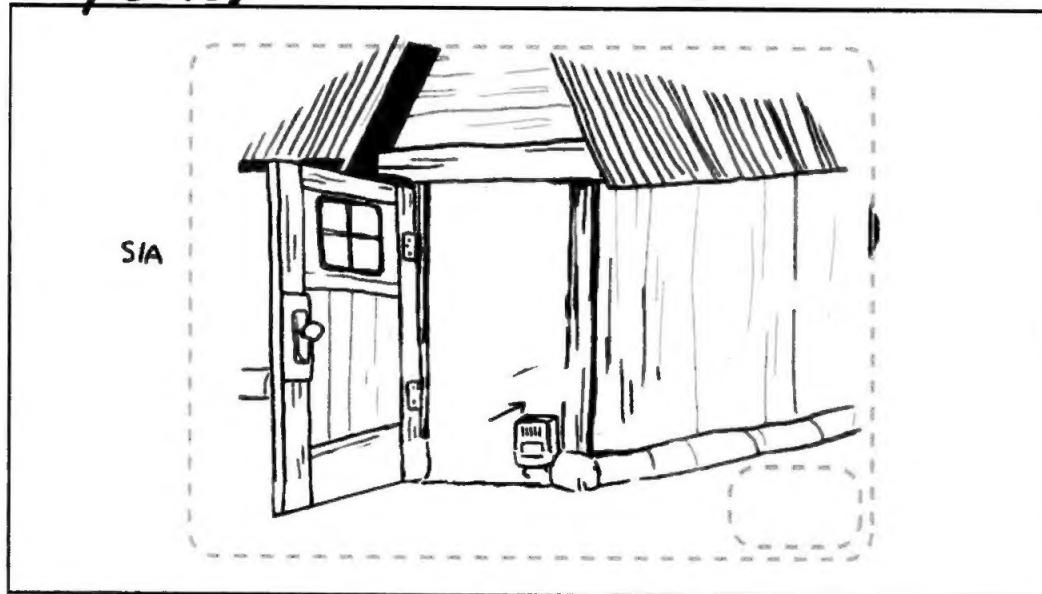
Pnl. E

Bg.

Page 9

day night

Cut



Dialog:

Action:

Timing:

MAR 20 2014

Production :

1025/177

1025/177

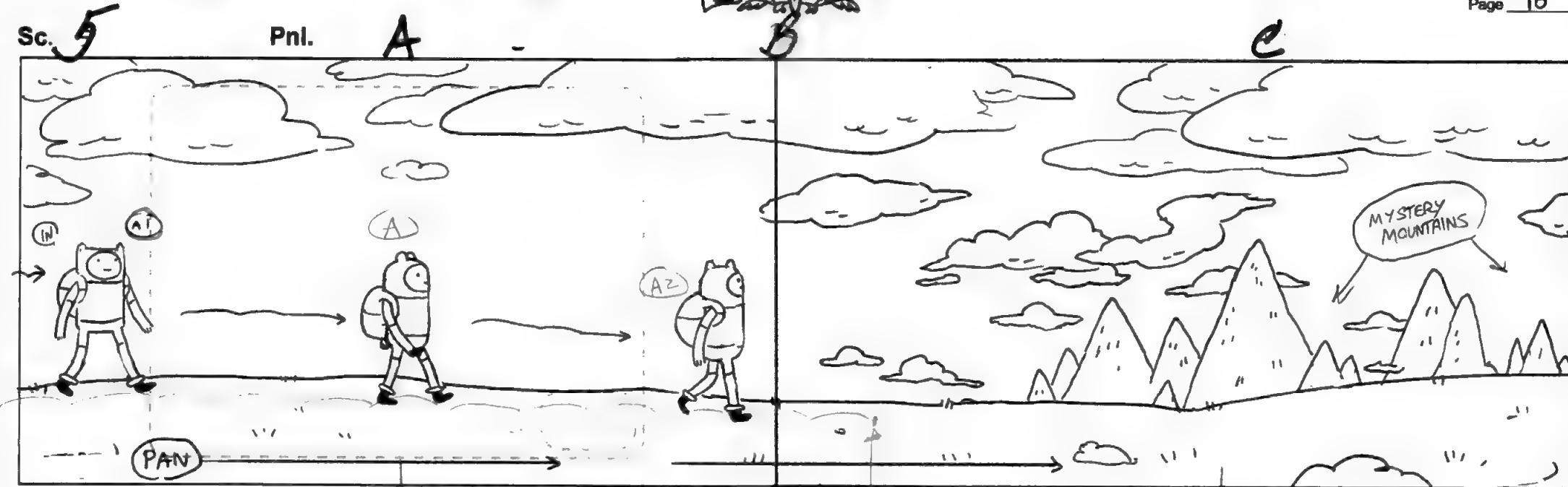
# ADVENTURE TIME



Page 10

Cut

Cut



EPISODE # 1025-177

1025/177

1025/177

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Dialog:	FADE	Pan C All AD	STOP
Action:	<ul style="list-style-type: none"> <li>- F WALKS ON/S.</li> <li>- F WALKS THROUGH FRAME, CAM GAINS PAST HIM</li> </ul>		
Timing:	MAR 20 2014		

Production:

1025/177

# ADVENTURE TIME

Cut

1025/177

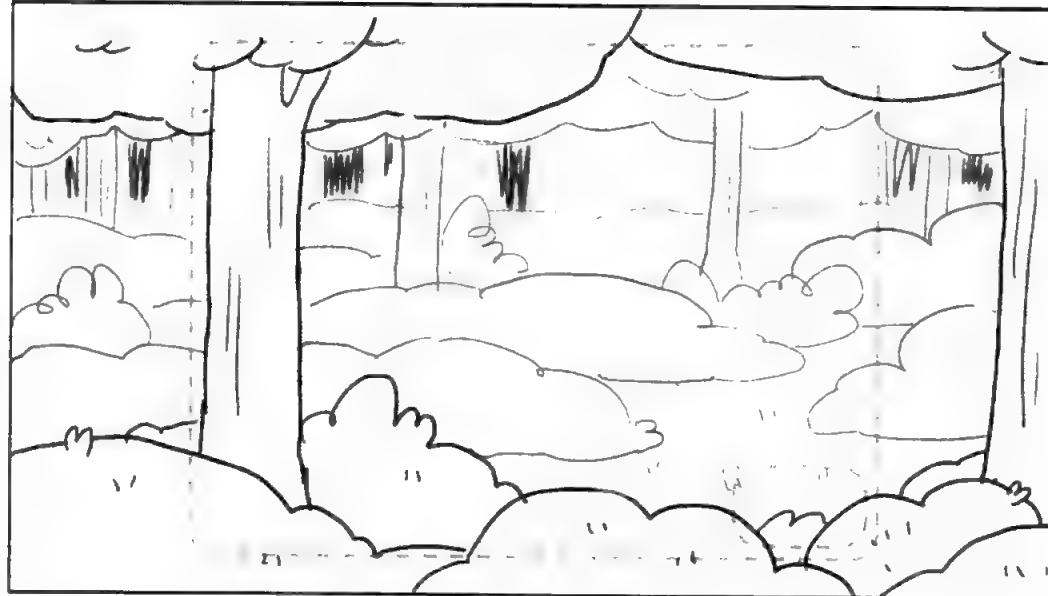
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Sc. 6

Pnl. A

Bg.

day night



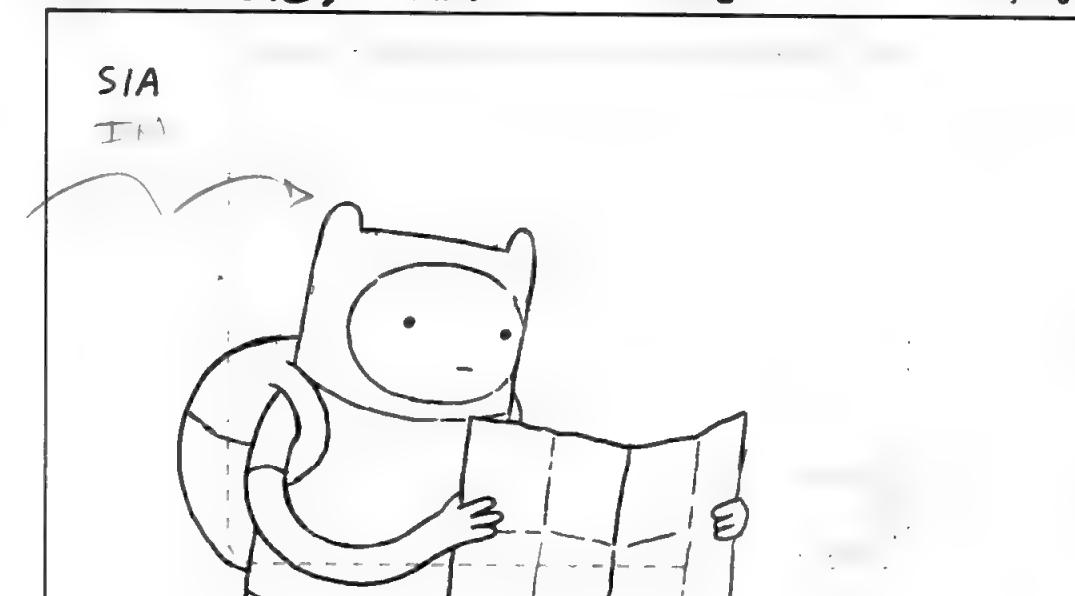
Sc. 6 cont

Pnl. B

Bg.

day night

Page 11



Dialog:

Action:

Timing:

- F WALKS ON/S LOOKING AT MAP  
MAR 20 2014

Production:

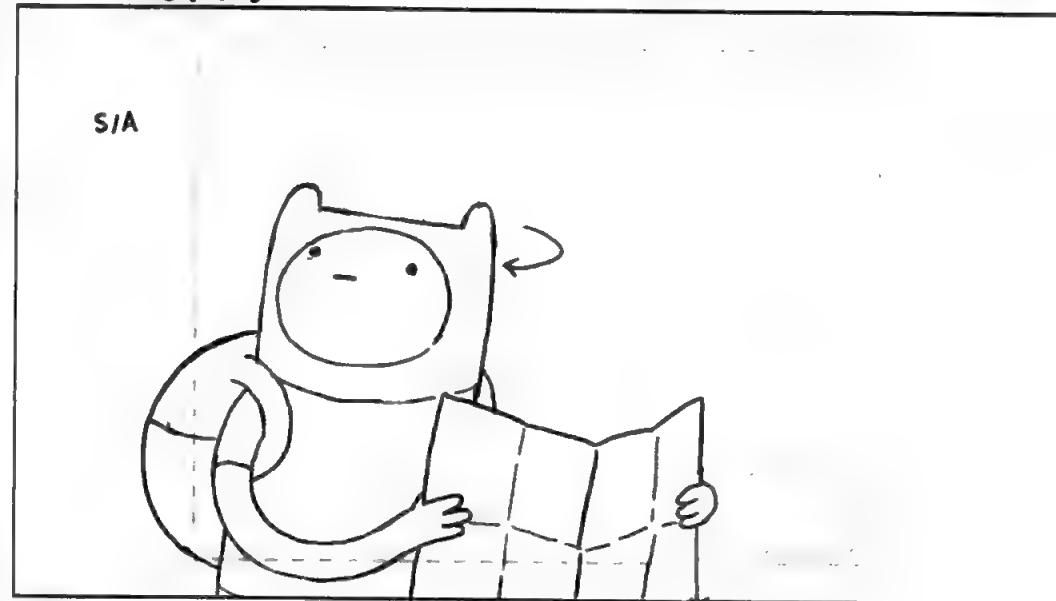
EPISODE# 1025-177

1025/177

# ADVENTURE TIME

1025/177

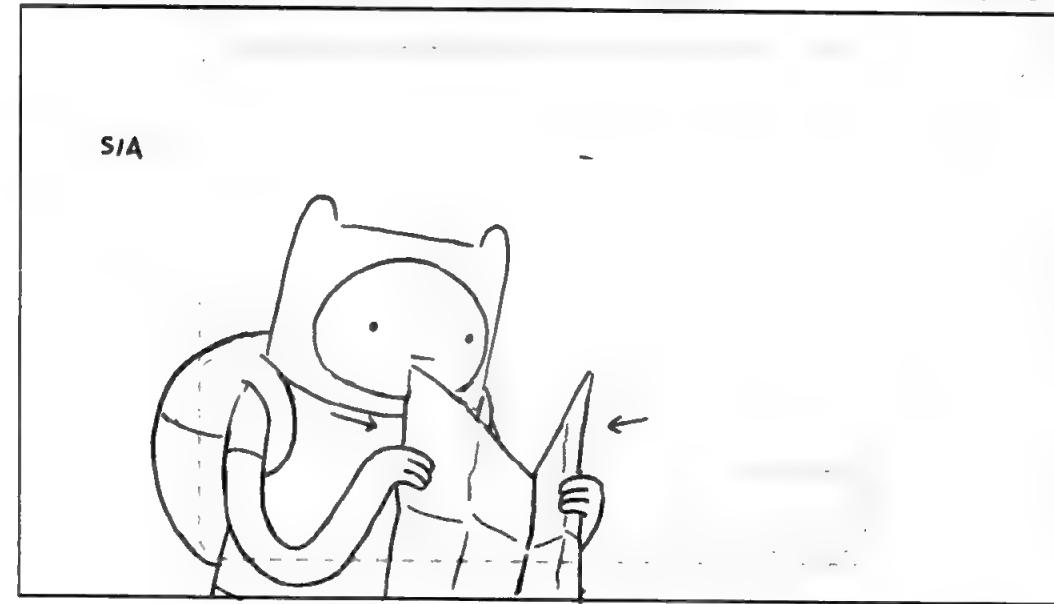
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Sc. 6 cont Pnl. D Bg.

Page 12

day night



Dialog:

Action:

- F STOPS AND LOOKS UP.

- F. FOLDS UP MAP.

Timing:



MAR 20 2014

Production :

EPISODE # 1025-177

1025/177

1025/177

# ADVENTURE TIME



Sc. 6 cont

Pnl. E

Bg.

day night

Sc. 6 cont

Pnl.

F

Bg.

Page 13

day night

Cut



Dialog:



Action:

F RESUMES WALKING

- F STUFFS MAP INTO BACKPACK.  
AS HE WALKS OFF

Timing:

MAR 20 2014

Production:

1025/177

# ADVENTURE TIME

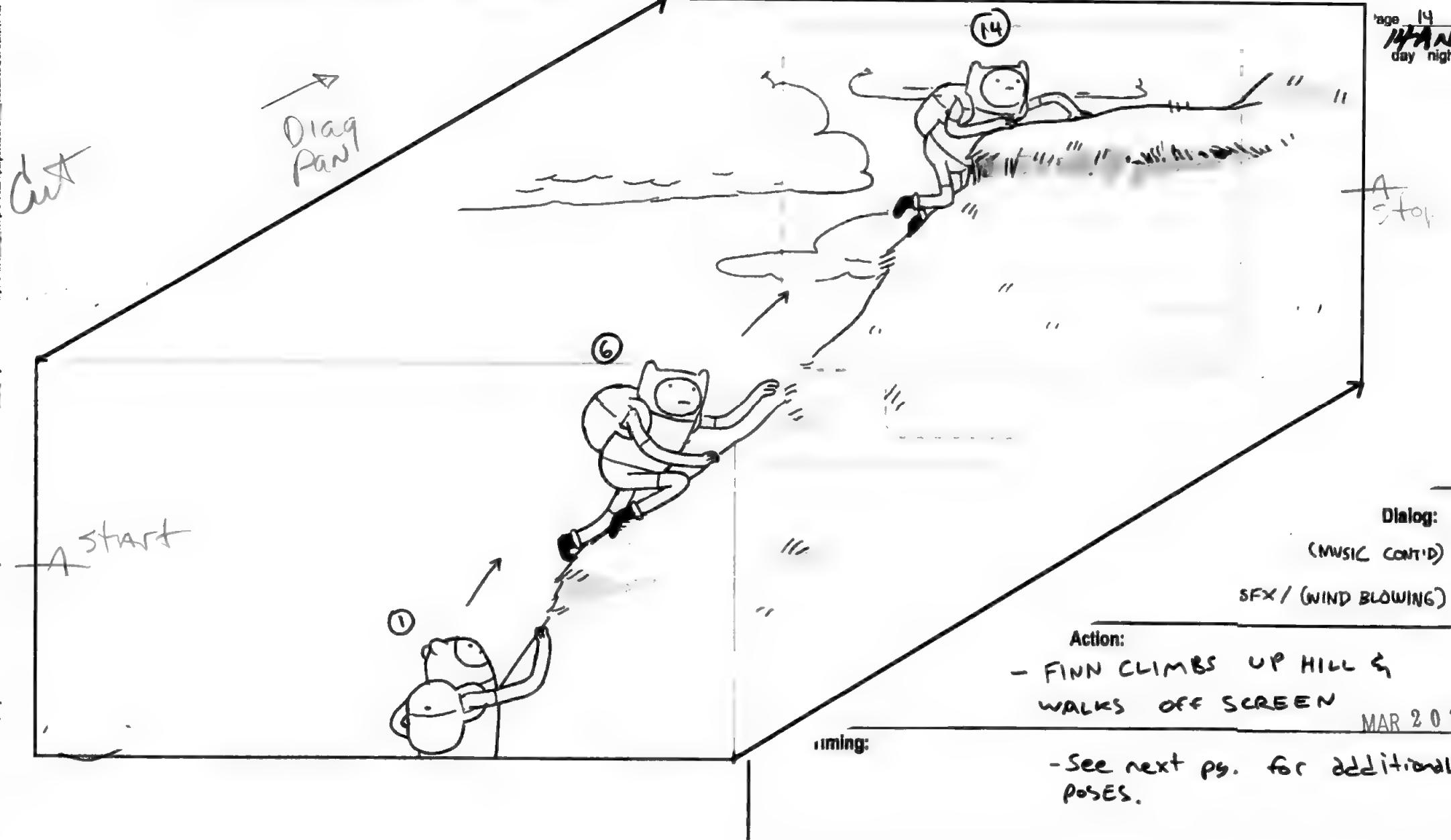


Sc. 7

Pnl. A

Bg.

day night



EPISODE # 1025-177

1025/177

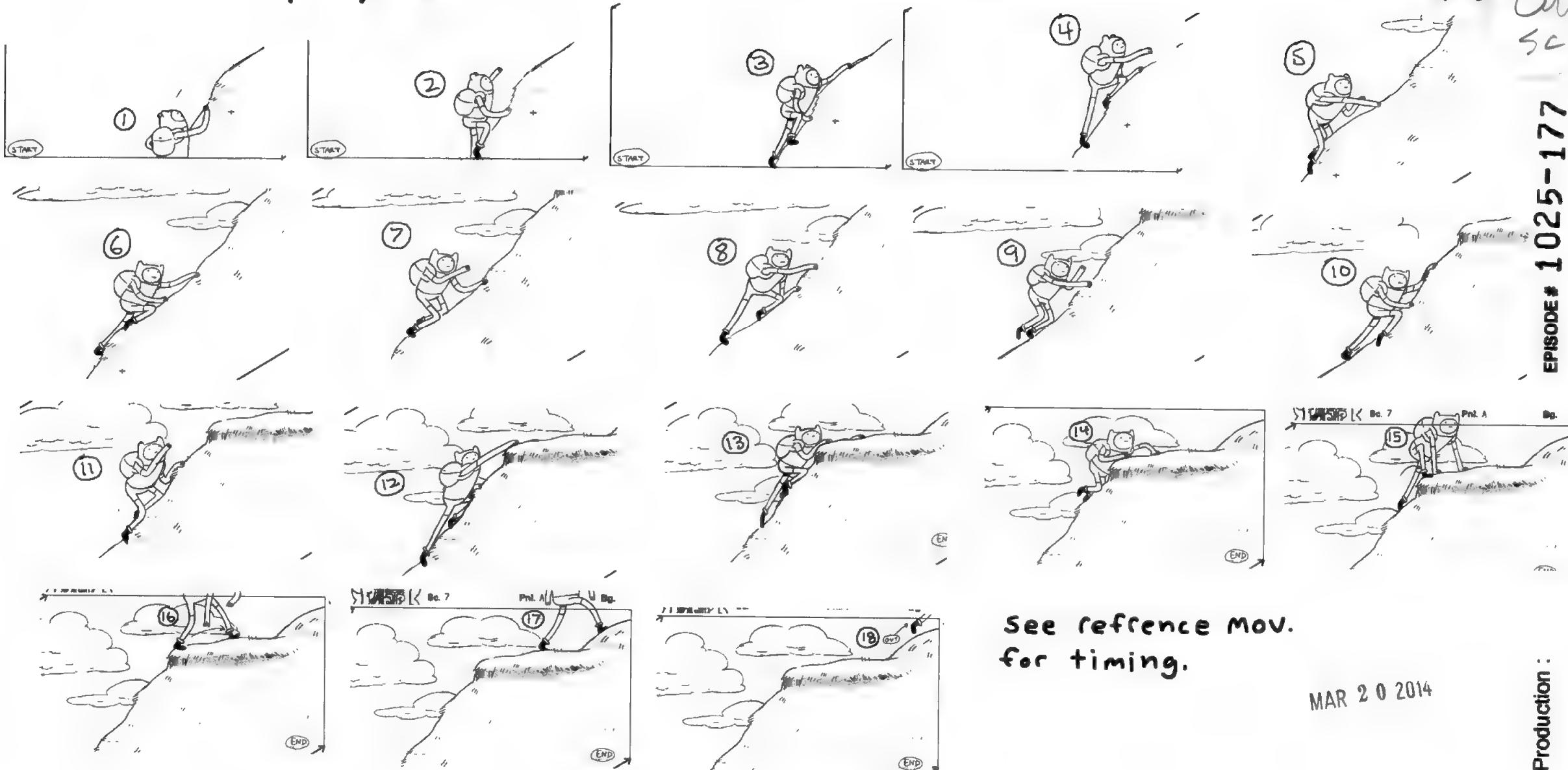
1025/177

# ADVENTURE TIME



day night

## Sc 7 POSES



See reference mov.  
for timing.

MAR 20 2014

Production :

EPISODE # 1025-177

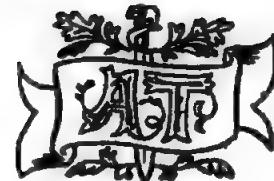
1025/177

age 14 A  
15 NEXT  
day night

Cut  
Sc 7

1025/177

# ADVENTURE TIME



Page 15

Cut

Sc. 8

Pnl. A

Bg.

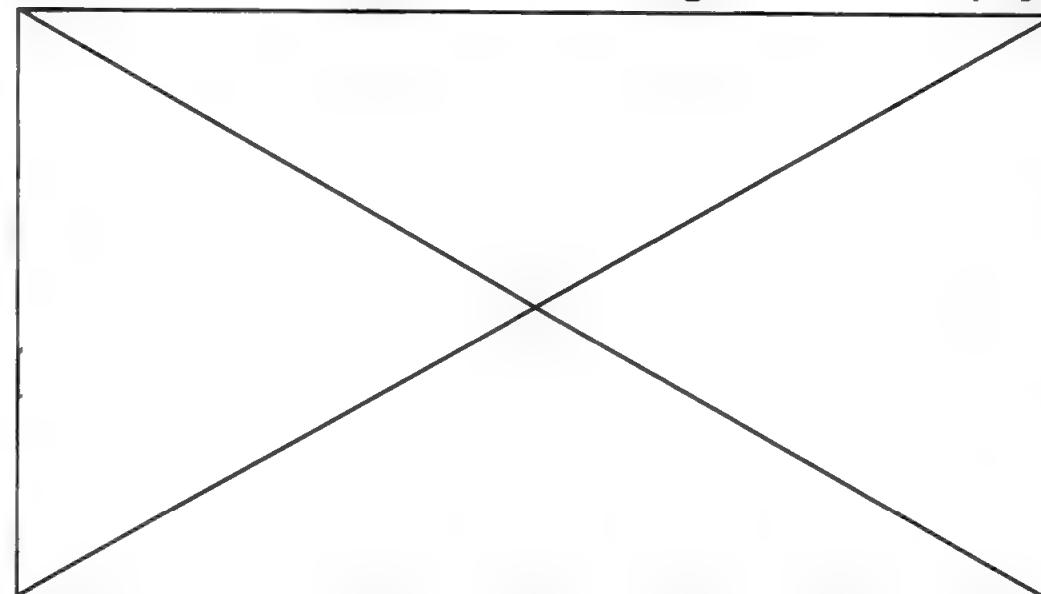
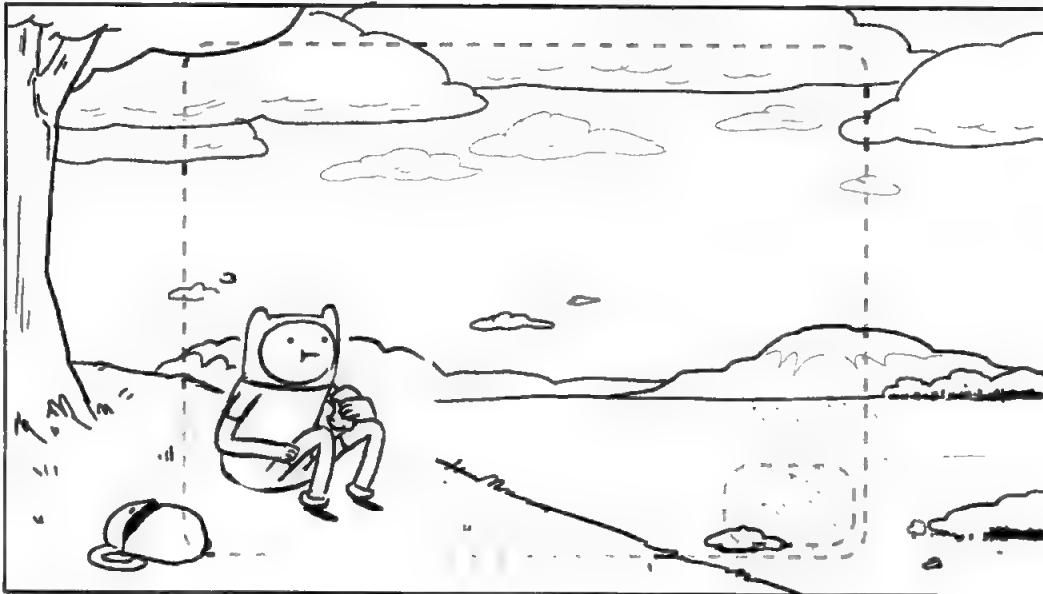
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

-F. SITS ON HILLTOP EATING  
AN APPLE.



Timing:

A D A D B C D C D



MAR 20 2014

Production :

EPISODE # 1025-177

1025/177

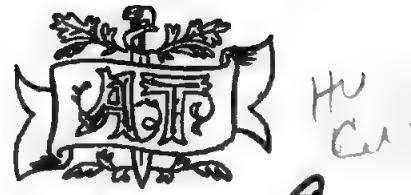
1025/177

1025/177

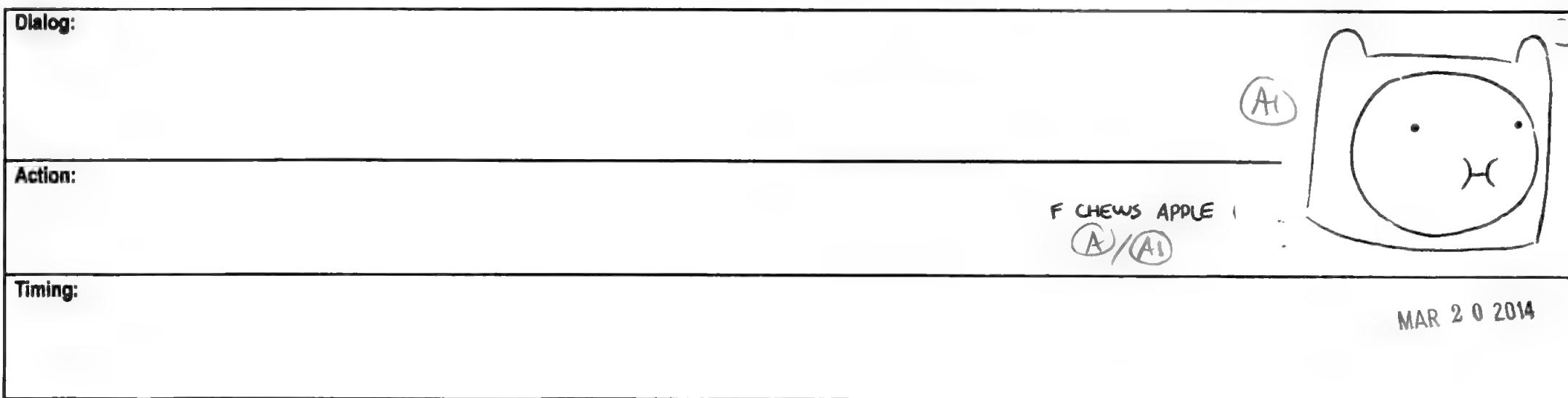
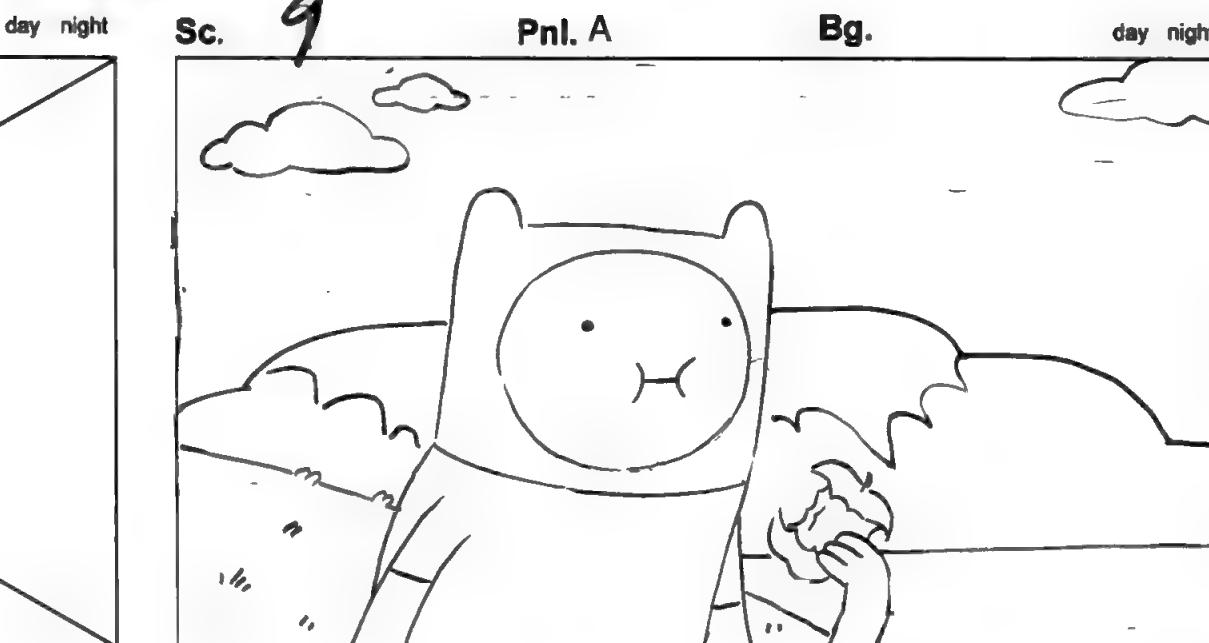
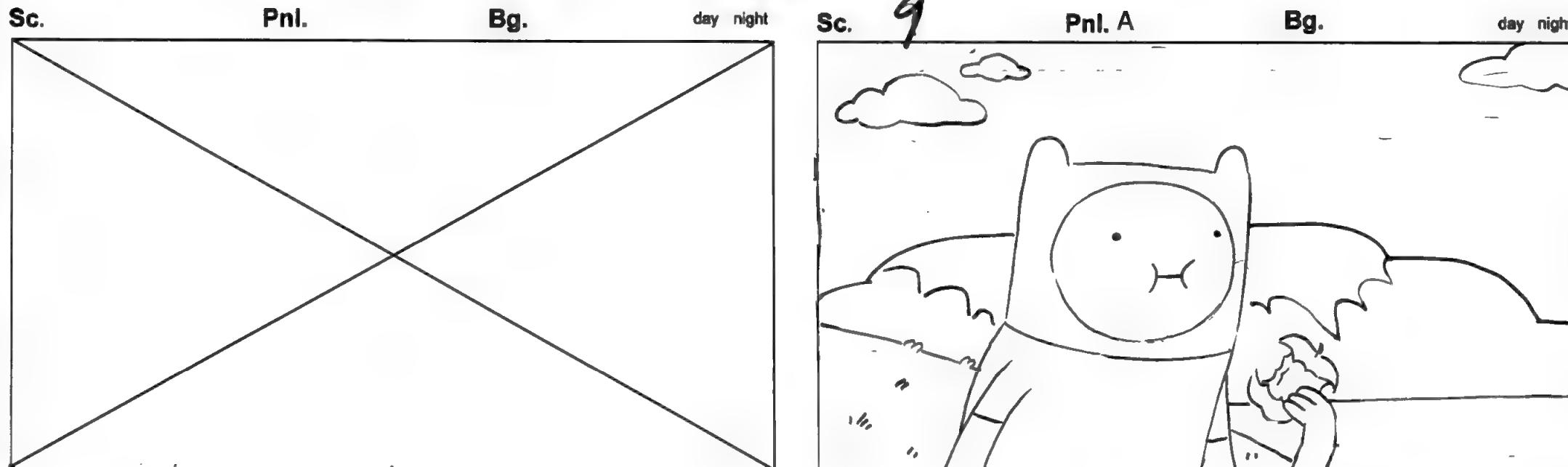
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# ADVENTURE TIME



Page 16



1025/177

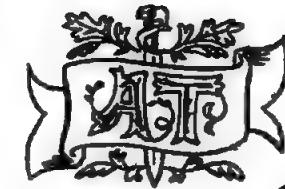
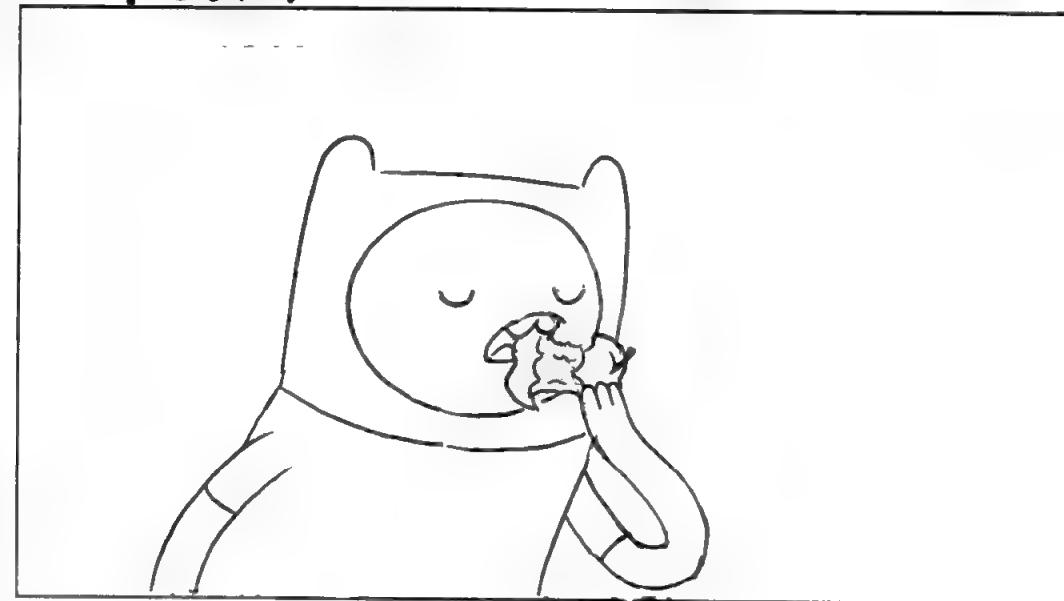
EPISODE: 1025-177

Production:

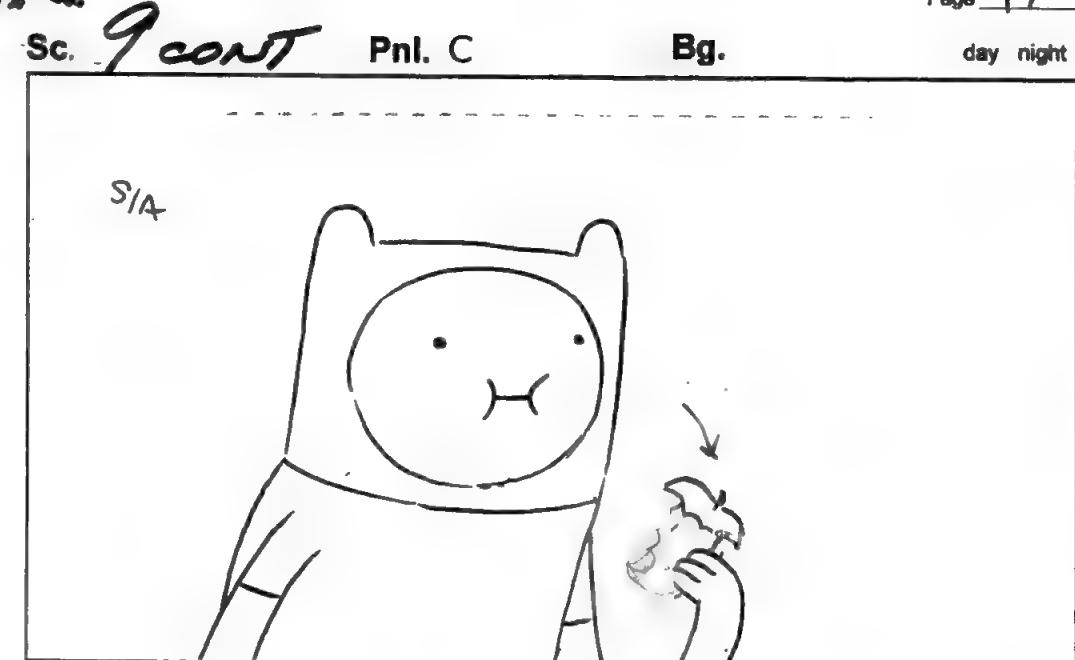
# ADVENTURE TIME

1025/177

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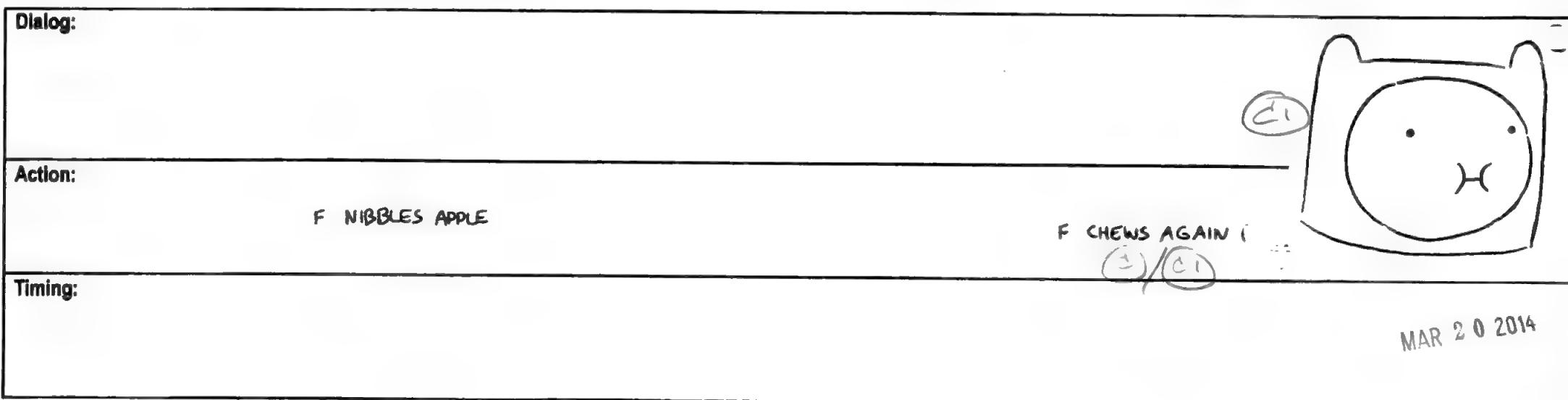


day night



Page 17

day night

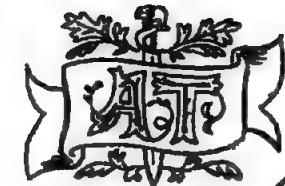


1025/177

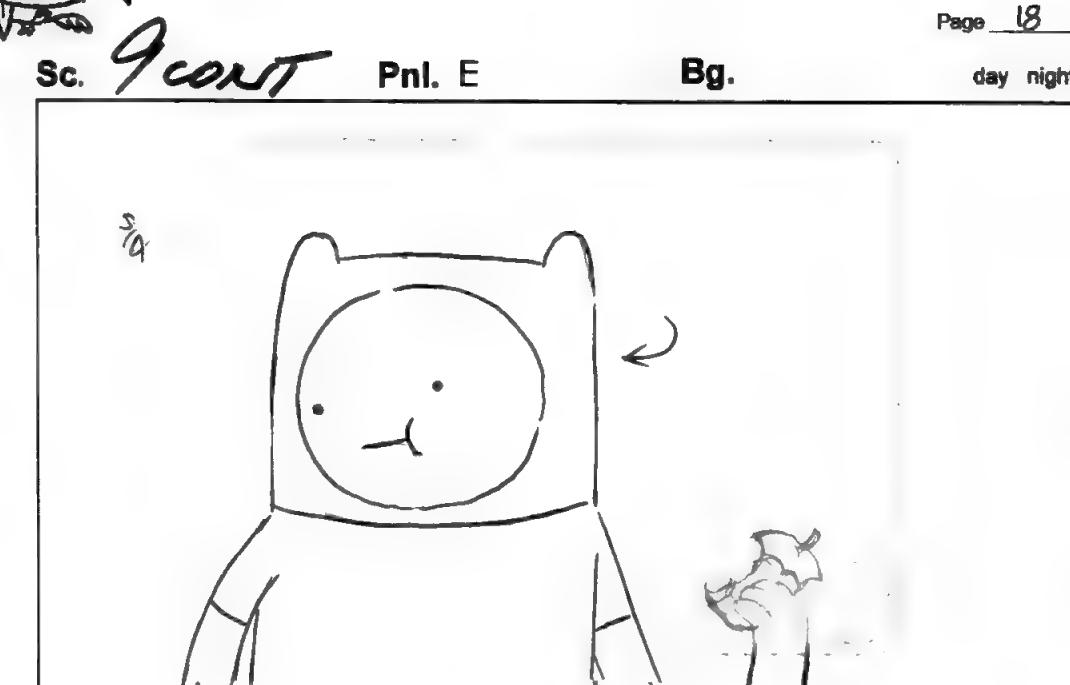
# ADVENTURE TIME

1025/177

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day night



Page 18  
day night

4th cut

EPISODE: 1025-177

1025/177

Production:

Dialog:

Action:

-FINN LOOKS AT SOMETHING OFF/S.

Timing:

MAR 2014

1025/177

1025/177

H/C cut

# ADVENTURE TIME



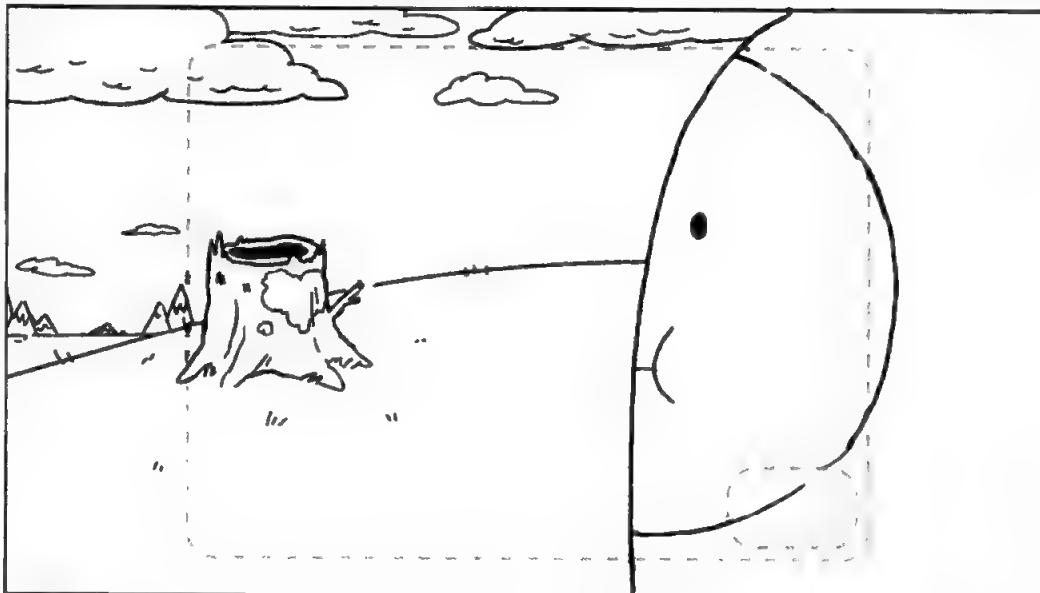
H/C cut

Sc. 10

Pnl. A

Bg.

day night

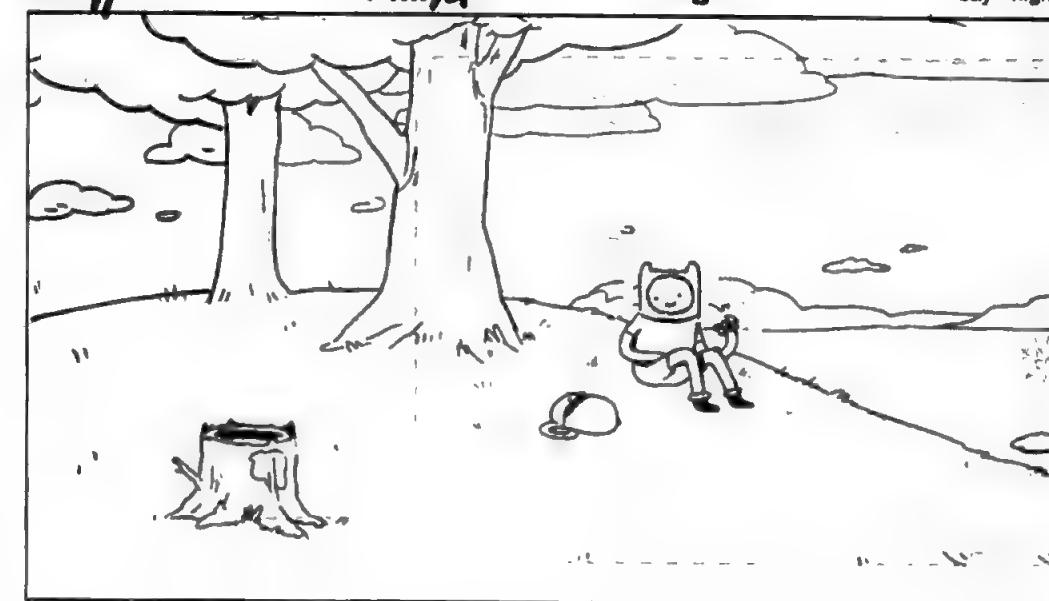


Sc. 11

Pnl. A

Bg.

day night



Page 19

Dialog:

Action:

-FINN STARES AT OLD STUMP.

Timing:

MAR 20 2014

Production :

EPISODE # 1025-177

1025/177

1025/177

# ADVENTURE TIME



Page 20

Sc. 11 CONT

Pnl. B

Bg.

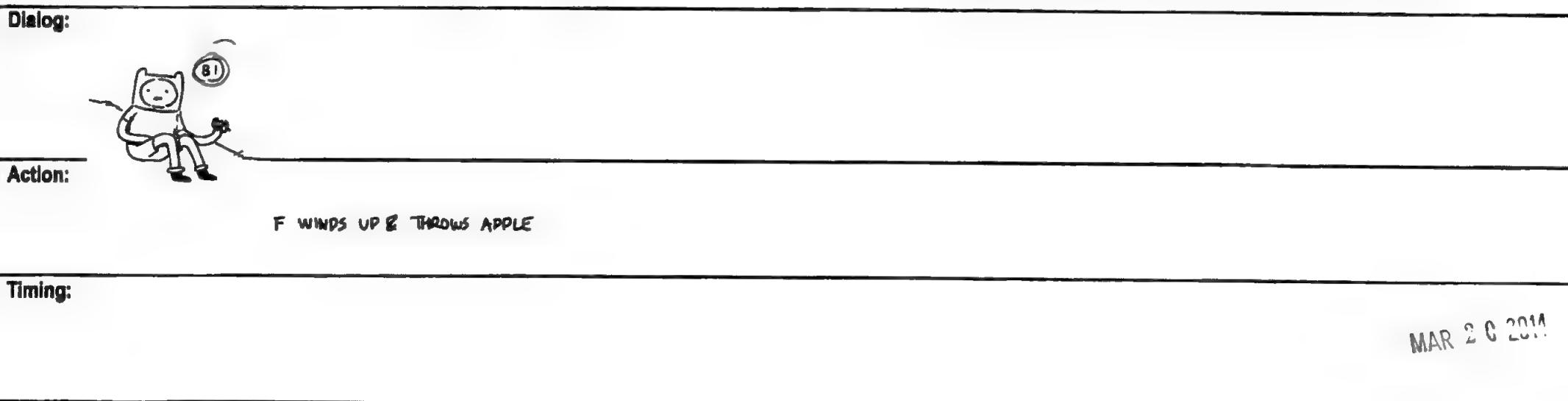
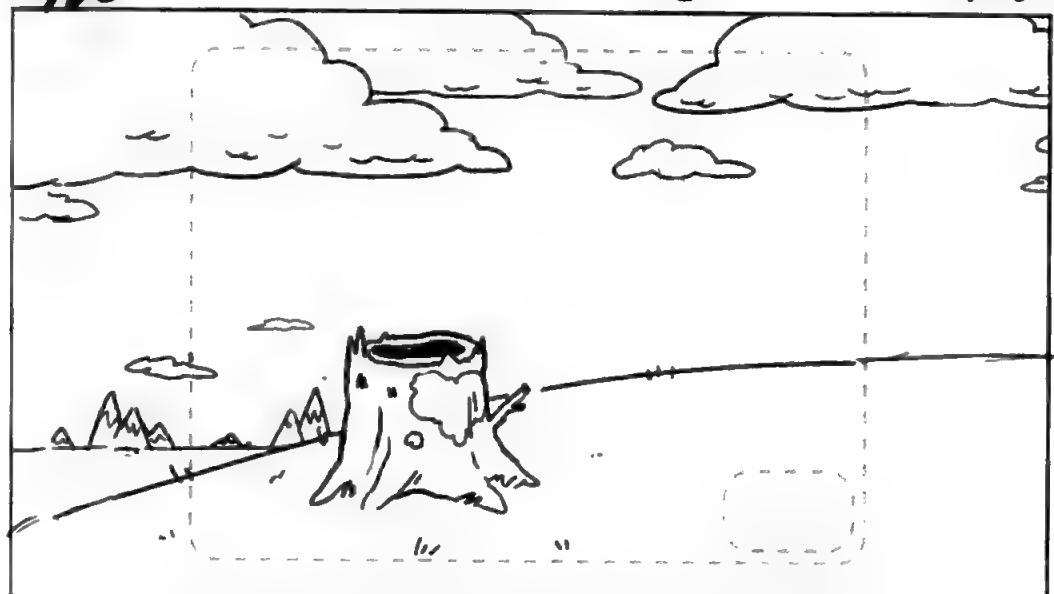
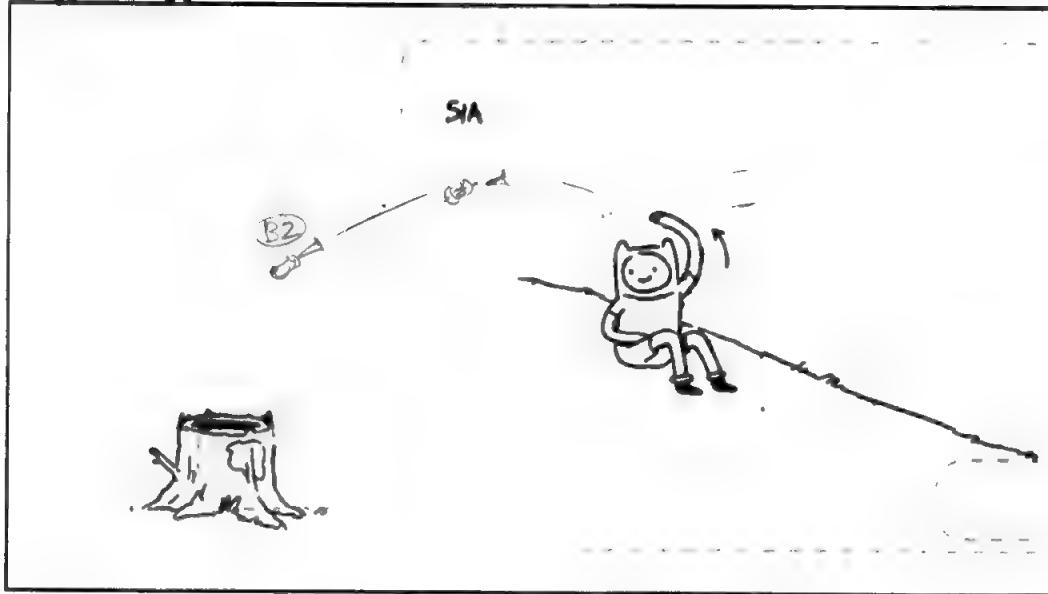
day night

Sc. 12

Pnl. A

Bg.

day night



1025/177

1025/177

1025/177

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# ADVENTURE TIME

Sc. 12 cont

Pnl. B

Bg.



day night

Sc. 12 cont

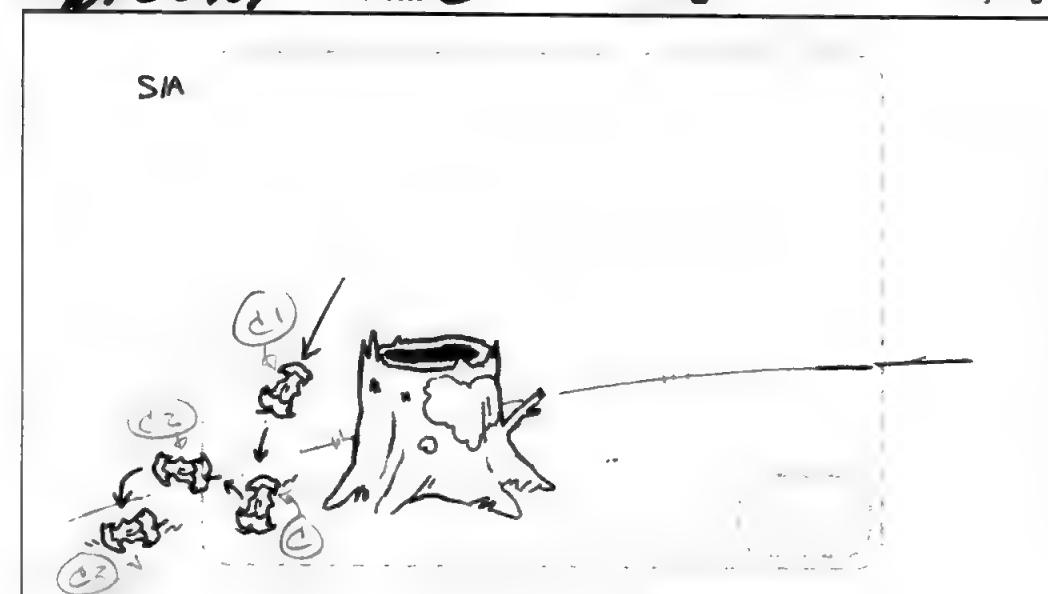
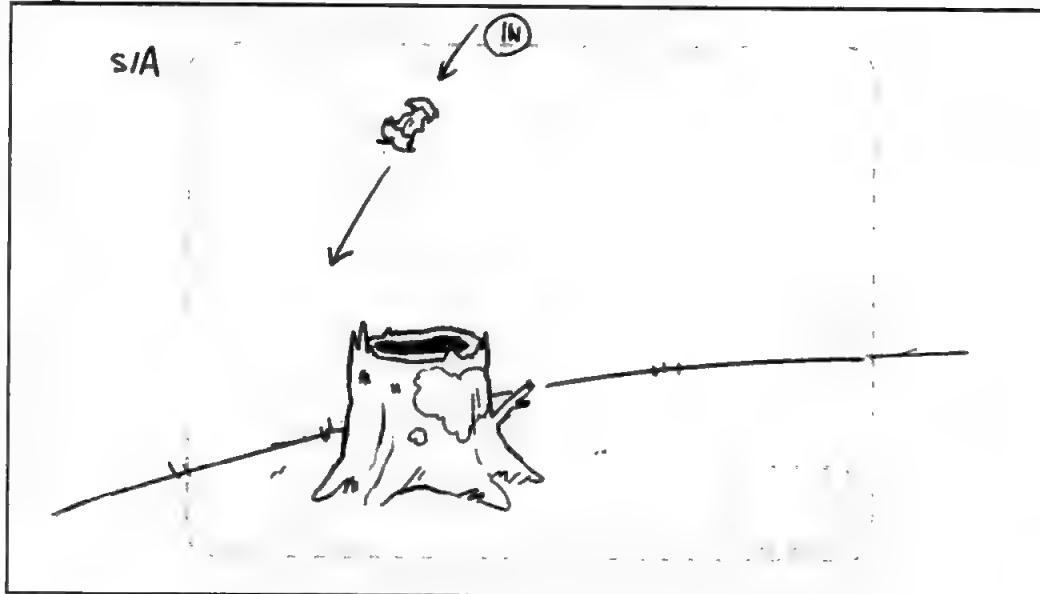
Pnl. C

Bg.

Page 21

day night

65



Dialog:

SPX: \* THMP \*

Action:

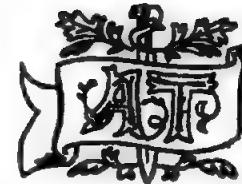
APPLE MISSES AND LANDS BESIDE STUMP MAR 20 2014

Timing:

Production:

1025/177

# ADVENTURE TIME



fw  
cut

Page 22

Sc. 13

Pnl. A

Bg.

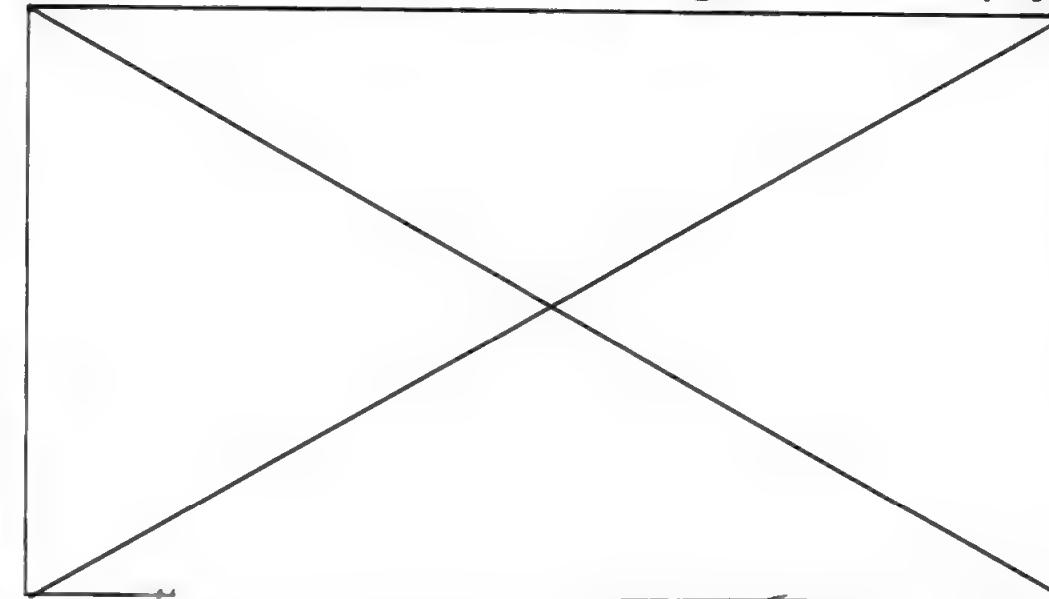
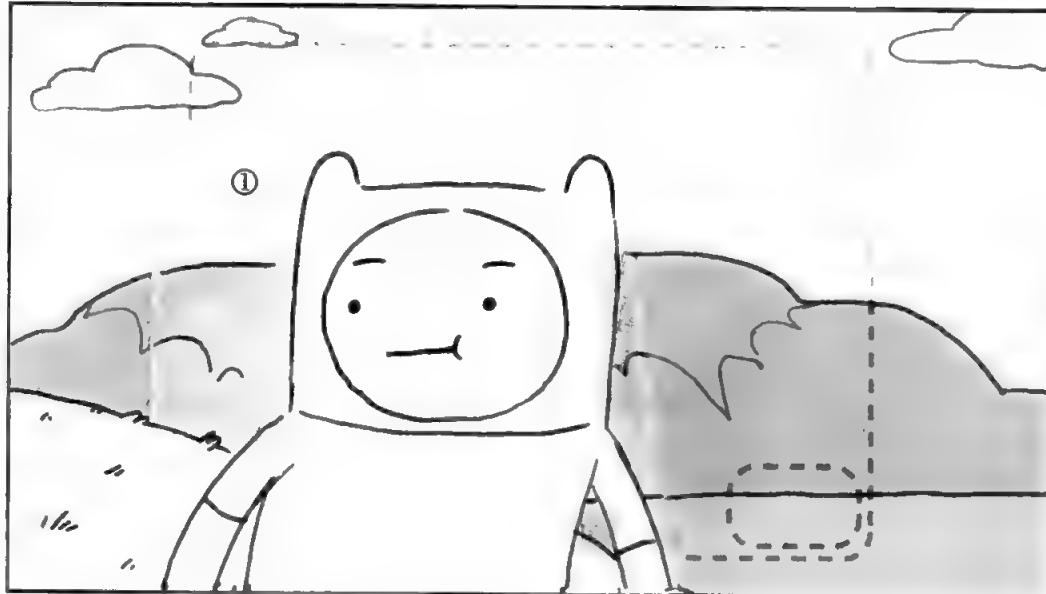
day night

Sc.

Pnl.

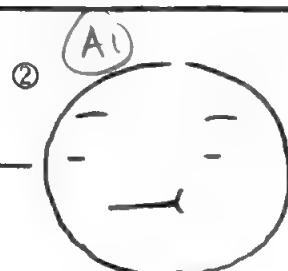
Bg.

day night



Dialog:

Action:



MAR 20 2014

Timing:

Production :

1025/177

1025/177

1025/177

# ADVENTURE TIME



To Cut

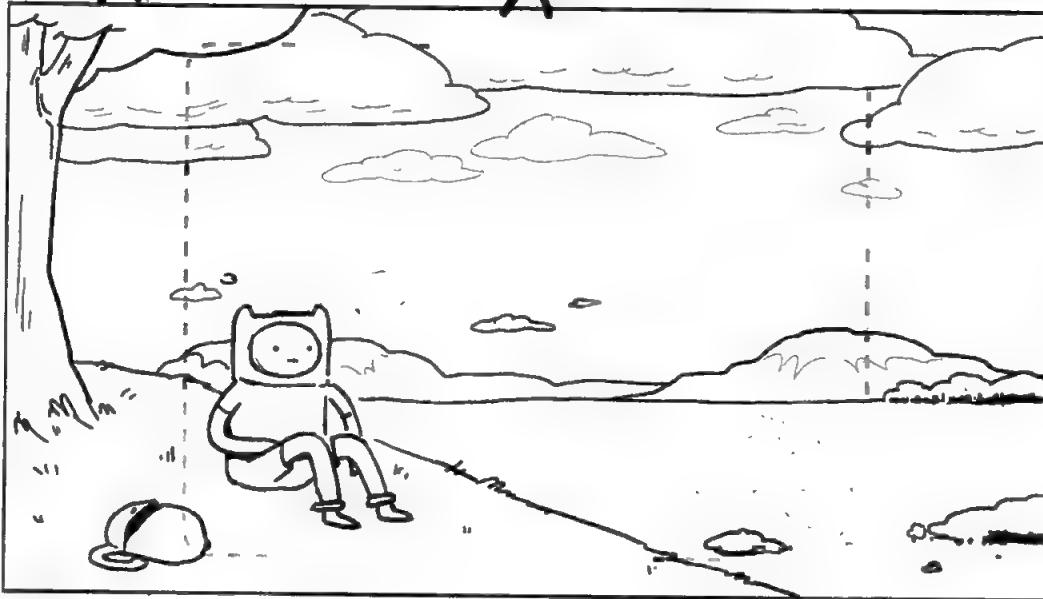
Sc. 14

Pnl.

A

Bg.

day night

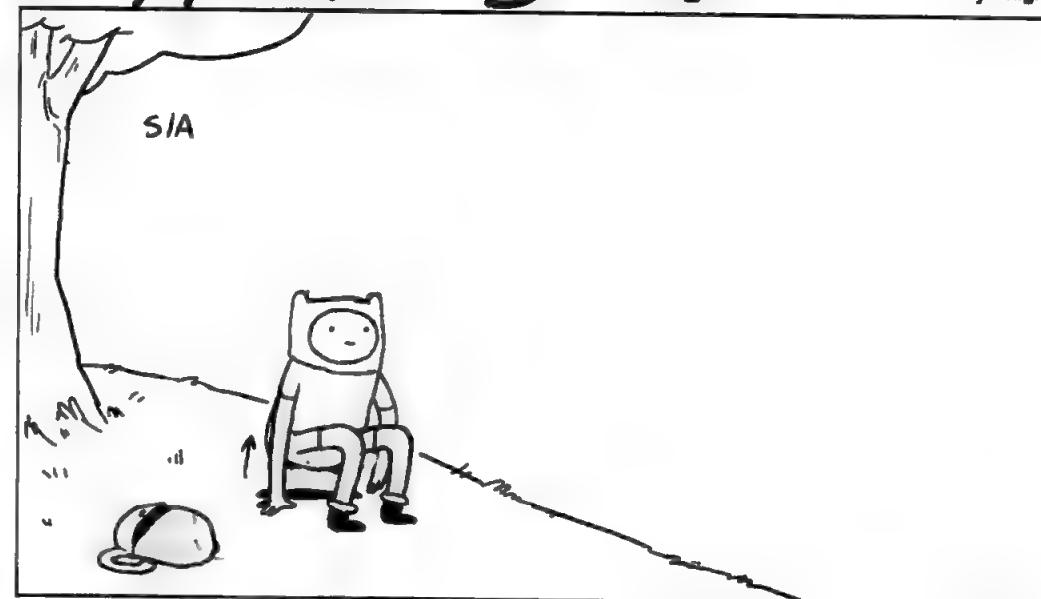


Sc. 14 cont Pnl.

B

Bg.

Page 23  
day night



Dialog:



AI

Action:

- F. GETS UP.

MAR 20 2014

Timing:

Production:

1025/177

# ADVENTURE TIME

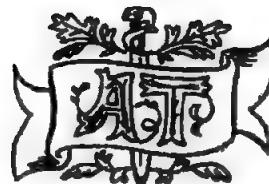
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50

14 cont Pnl.

2

Bg



day night

Sc

14 const PnI

1

Page 24

### day night

A black and white cartoon drawing. In the center, a person with a large, round head and a simple, rounded body is standing on a rocky, uneven ground. The person is looking upwards towards the left. To the left of the person, a large, gnarled tree trunk and branches are visible. Above the tree, the letters "SIA" are written in a bold, sans-serif font. In the bottom left corner, a simple drawing of a cap or hat lies on the ground. The background is plain white, and the ground is depicted with simple, jagged lines to represent rocks and dirt.

A hand-drawn black and white sketch of a character in a cat suit standing on a rocky ledge, looking down at a small, round object on the ground. The character is wearing a mask and has a small tail. The background shows a rocky cliff face with a dashed line representing a ledge or horizon. The word "SIA" is written in the upper left area of the drawing.

EPISODE # 1025-177

Production:

1025/177

MAP 2.0 2014

## Dialog

1

### Action:

## F STRETCHES

### Timing

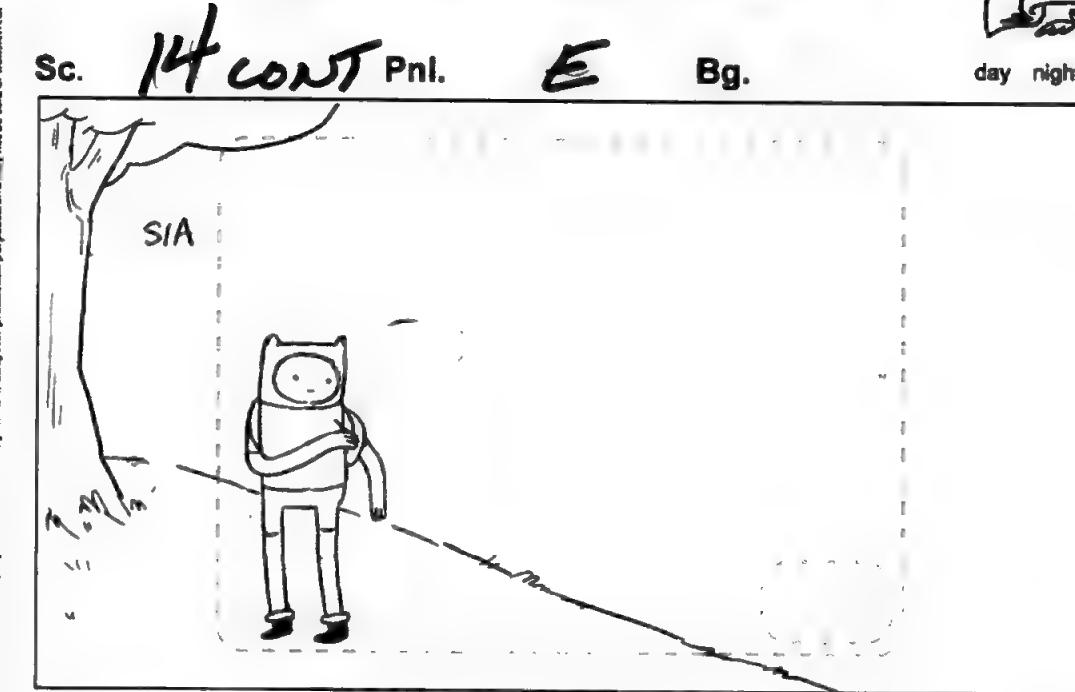
A black and white line drawing of a character in a white jumpsuit and a hood with a face, standing on a surface. A small circle with the letter 'D1' is in the upper left corner.

MAP 2.0 2014

Production:

# ADVENTURE TIME

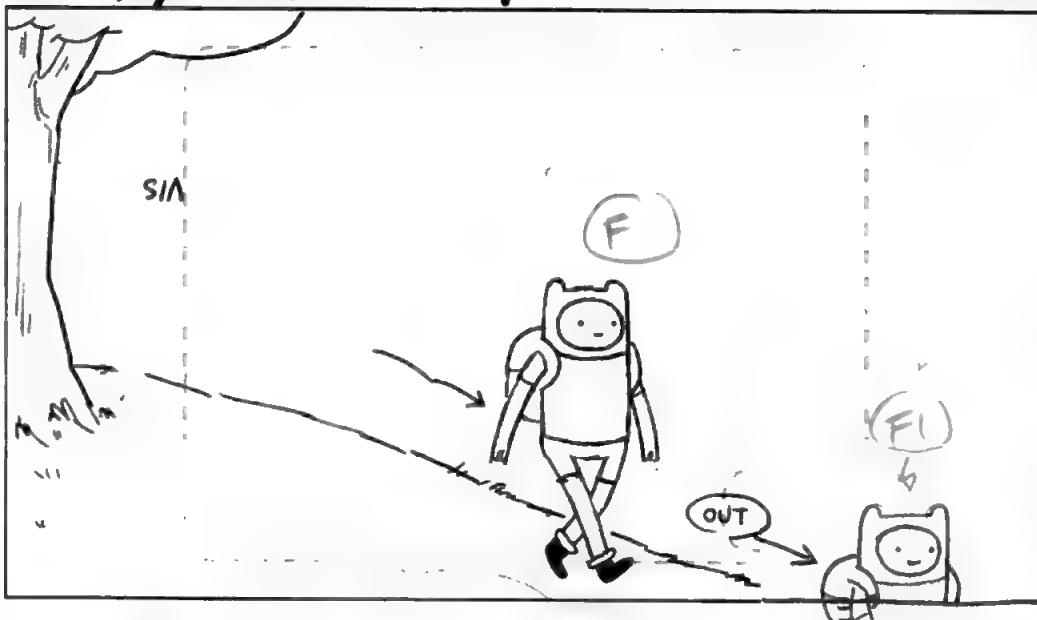
1025/177



NO SC  
15

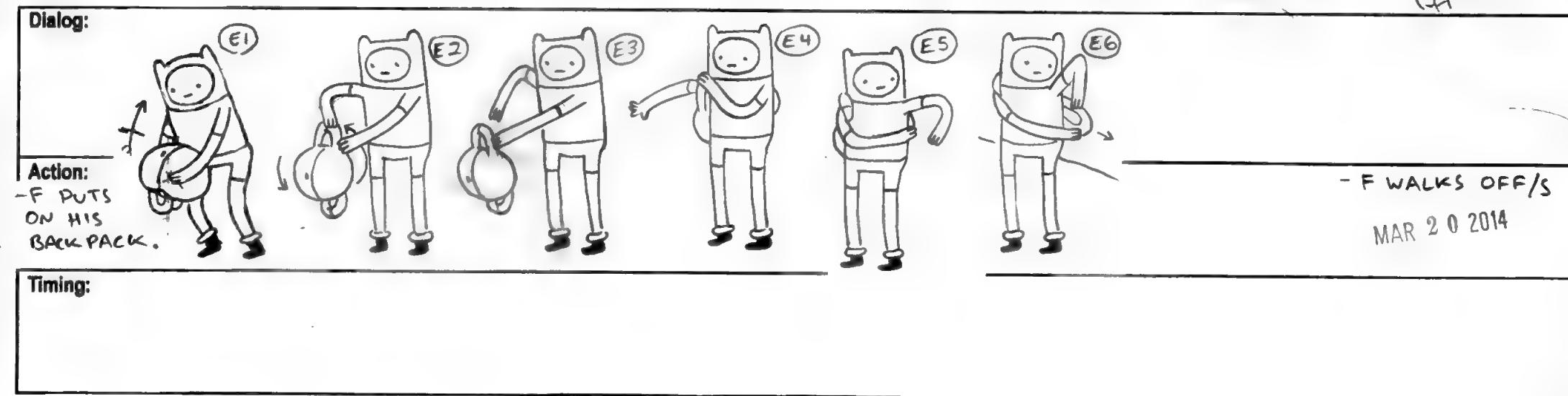
Sc. 14 cont Pnl. F Bg.

Page 25  
NO PGS 26-27  
day night  
Cut



EPISODE # 1025-177

1025/177



Production:

1025/177

# ADVENTURE TIME

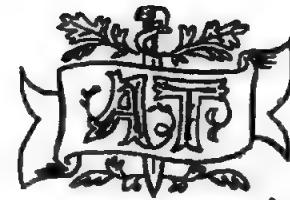
Cut

Sc. 16

Pnl. A

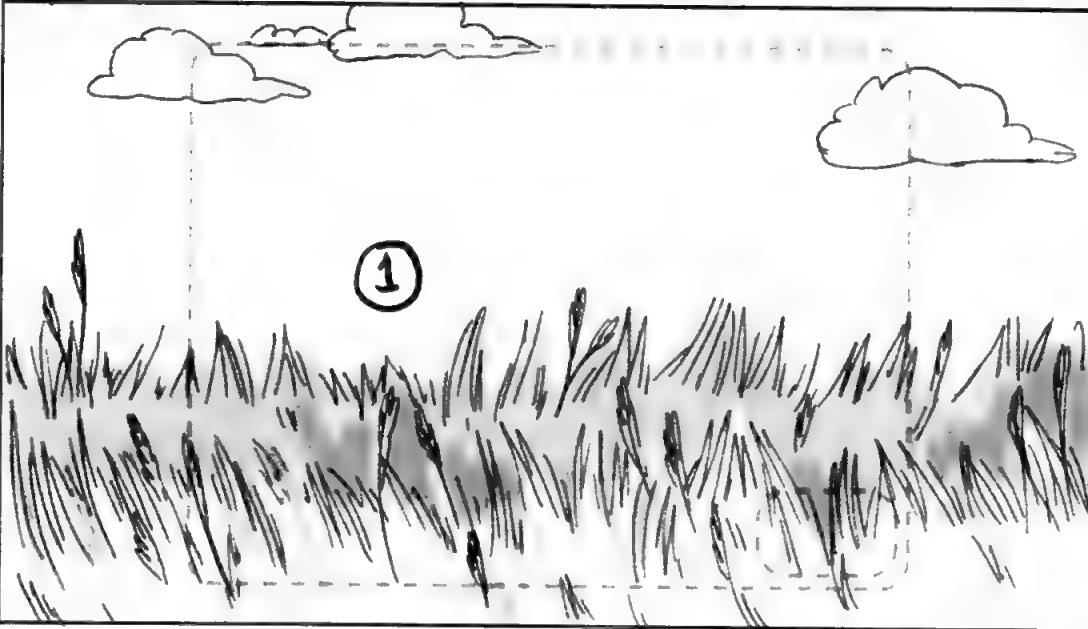
Bg.

day night



Page 28

day night

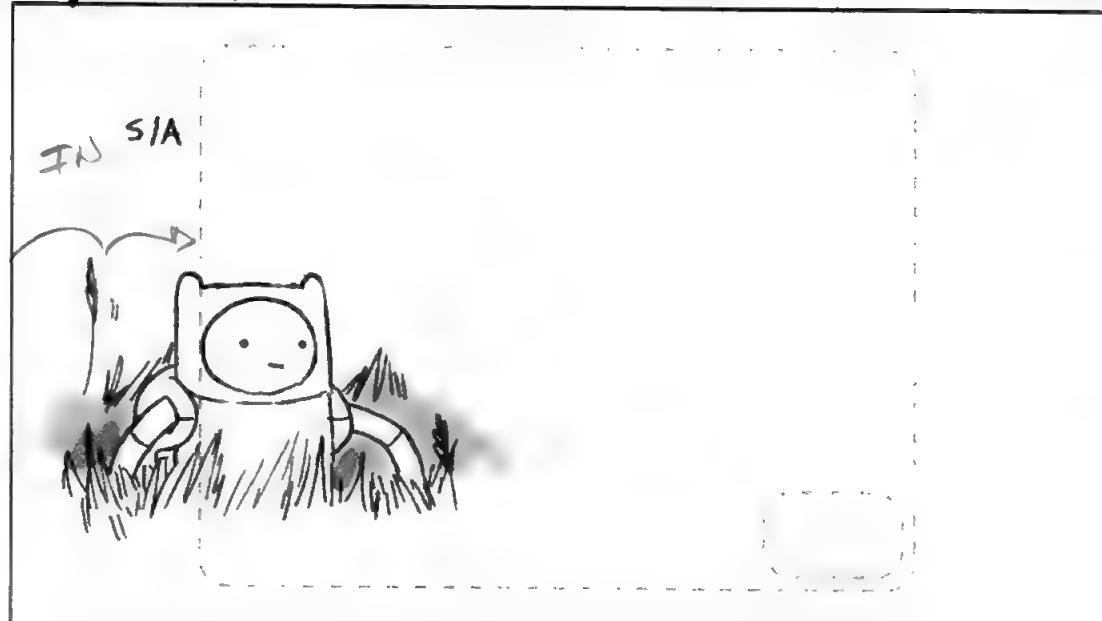


Sc. 16 cont

Pnl. B

Bg.

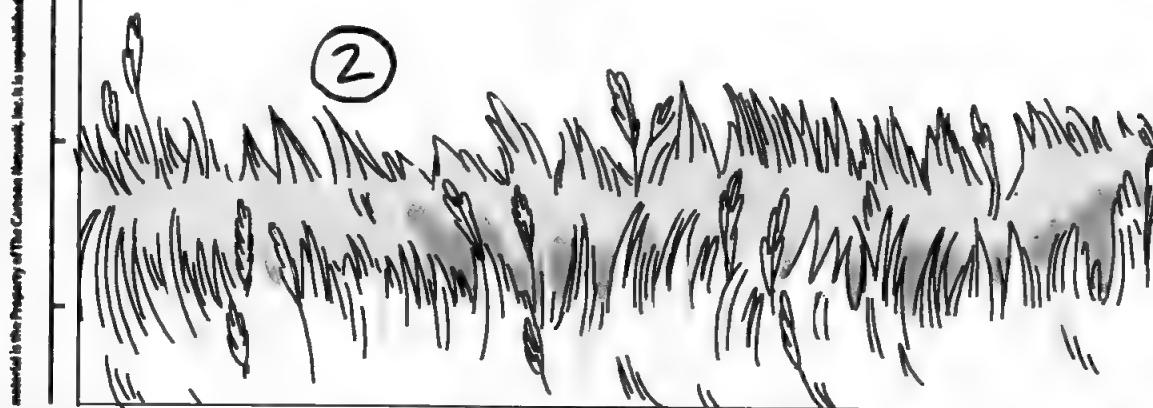
day night



Dialog:

(MUSIC)

②



A1

SFX: FSHH

- F WALKS ON/S PUSHING THROUGH GRASS

MAD 20 2014

Grass  
CYCLE  
(A/A1)

**ACTION:** -FIELD OF TALL GRASS SWAYS SLOWLY IN THE BREEZE.

1025/17

Production :

EPISODE # 1025-177

1025/177

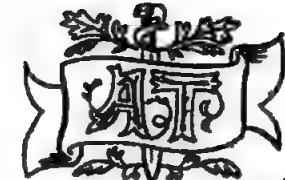
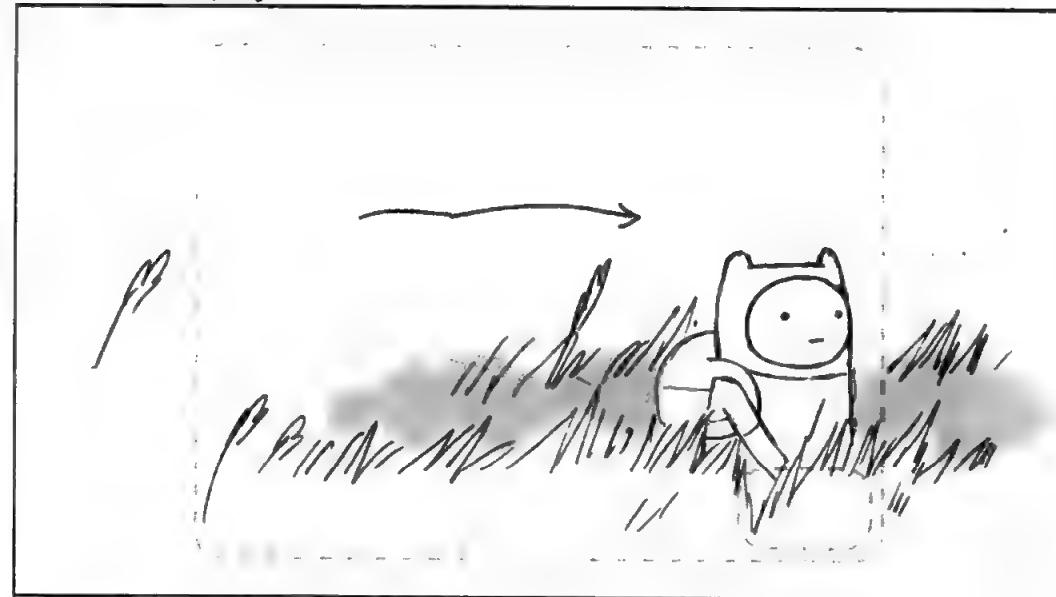
1025/177

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# ADVENTURE TIME

1025/177

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day night

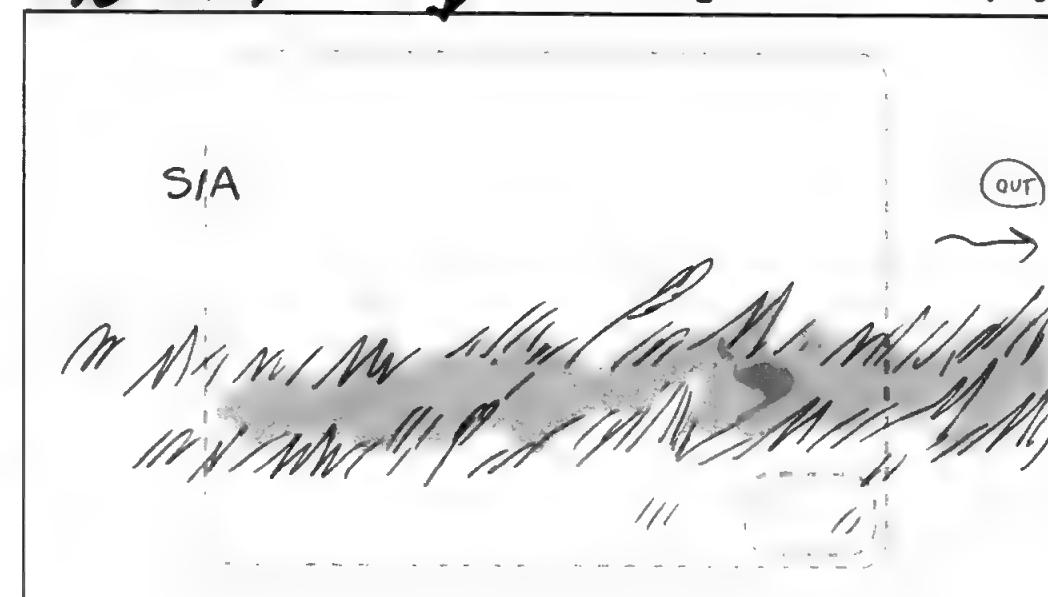
Sc. 16 cont Pnl. D

Bg.

Page 24

day night

Cut



Dialog:

SFX: \* SKSHH \*

Action:

- F. WALKS OFF/S

MAR 20 2014

Timing:

Production:

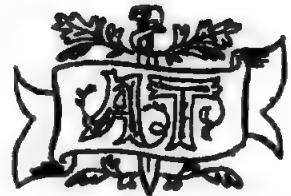
EPISODE: 1025-177

1025/177

1025/177

Cut

# ADVENTURE TIME



Page 30

Sc. 17

Pnl. A

Bg.

day night

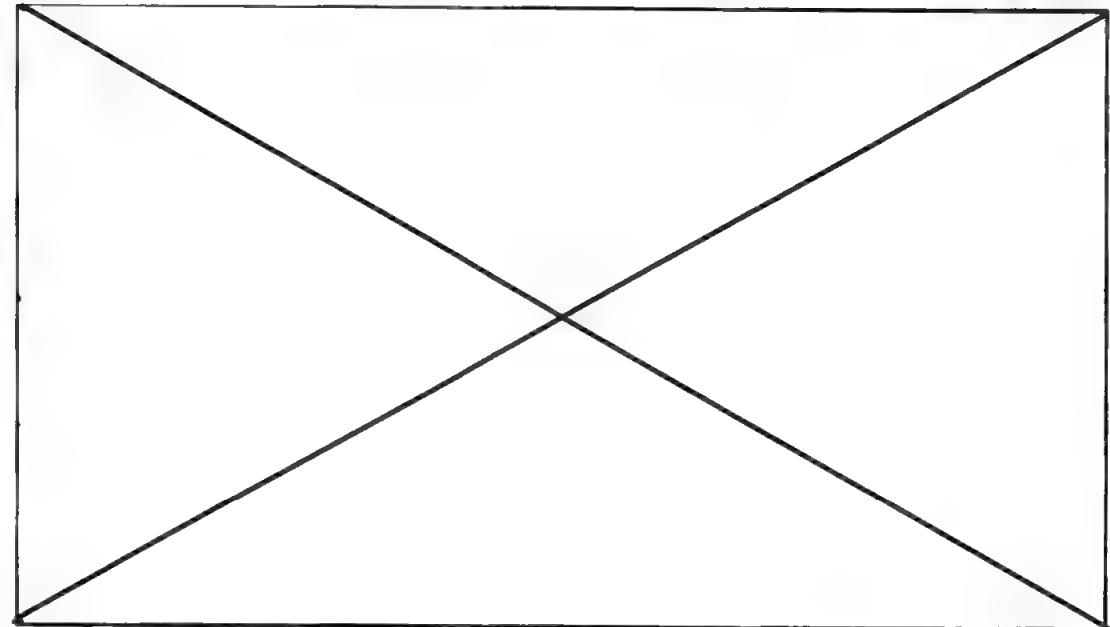


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

MAR 20 2014

Production :

EPISODE # 1025-177

1025/177

1025/177

# ADVENTURE TIME

Sc. 17 cont

S/A (A)

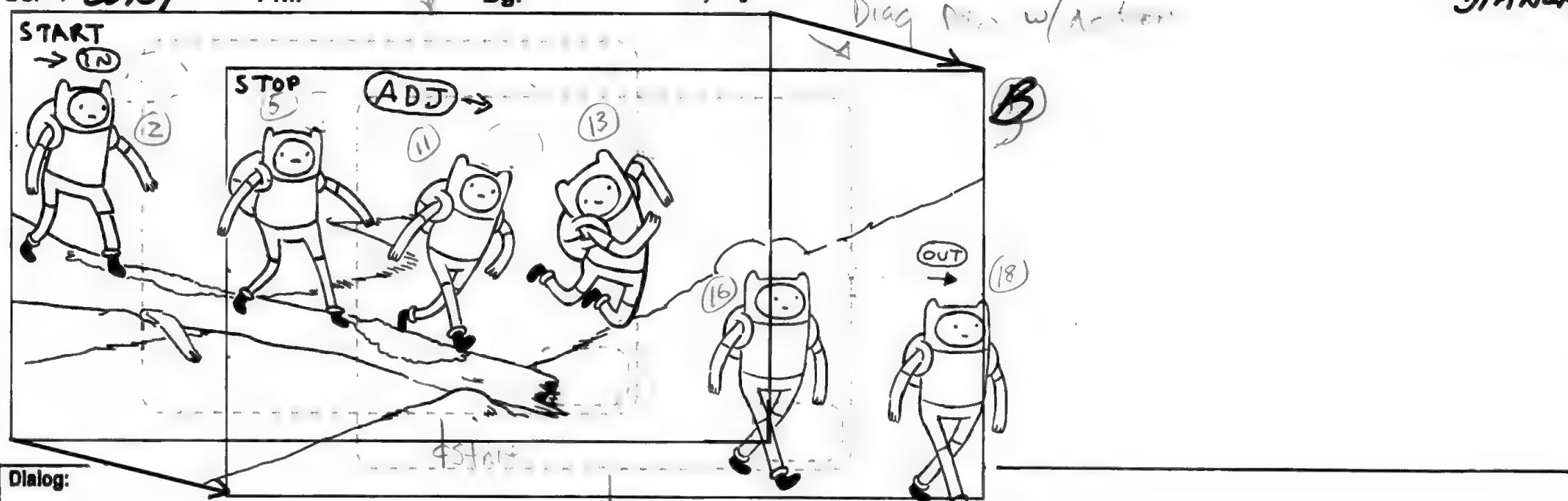
Pnl.

Bg.



day night

Page 31  
31ANEXT



Action:

- F. CROSSES BRIDGE CAREFULLY.
- JUMPS OFF THE END.
- WALKS OFF Screen.

MAR 20 2014

Timing: (See NEXT PG FOR ADDITIONAL POSES)

Production:

EPISODE # 1025-177

1025/177

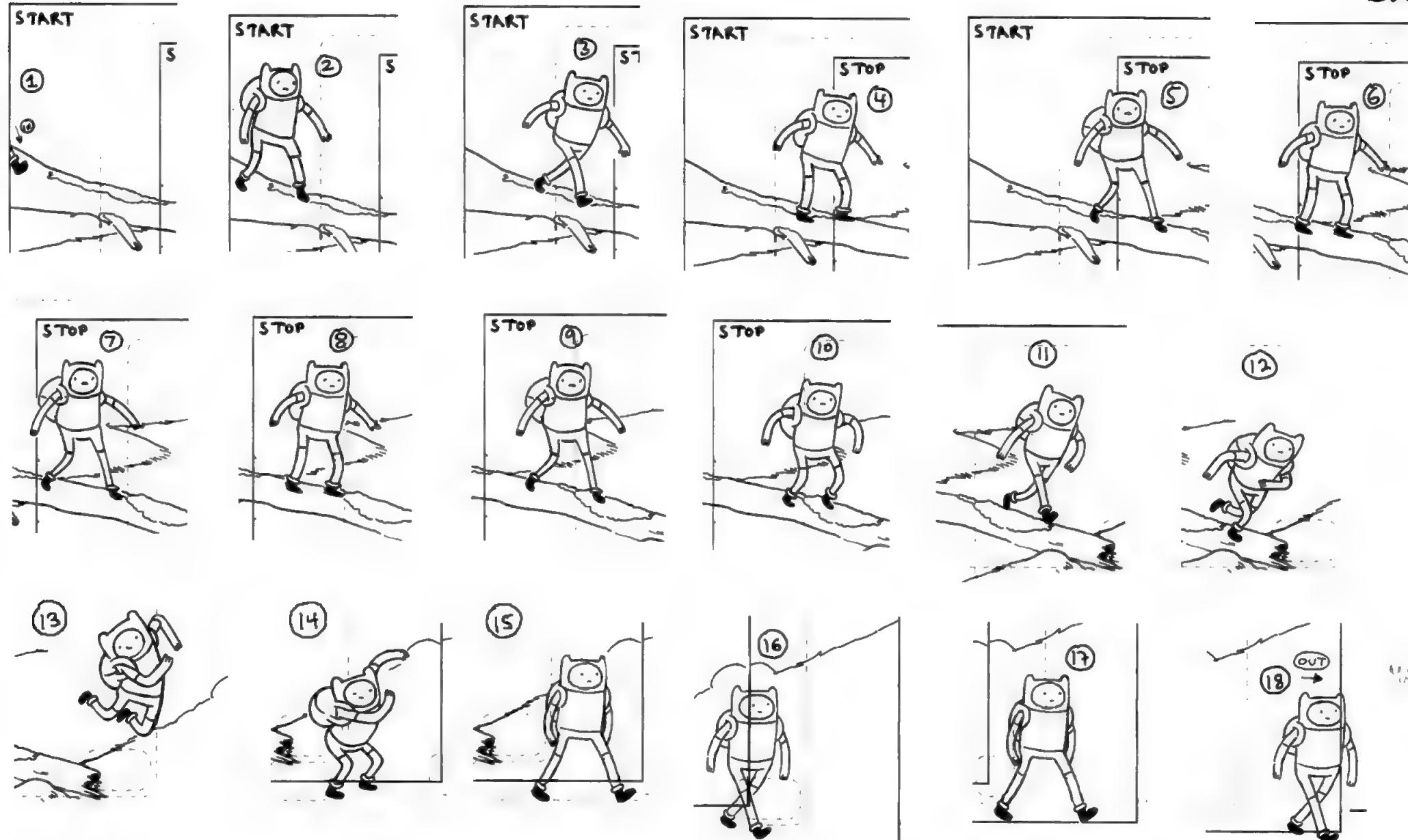
**ADVENTURE TIME**  
**Poses for scene 17**  
**See mov for timing.**



Page 31 A

32 NEXT

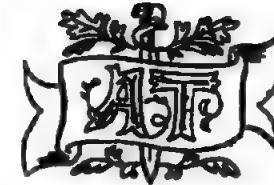
Cut



1025/177

Cut

# ADVENTURE TIME



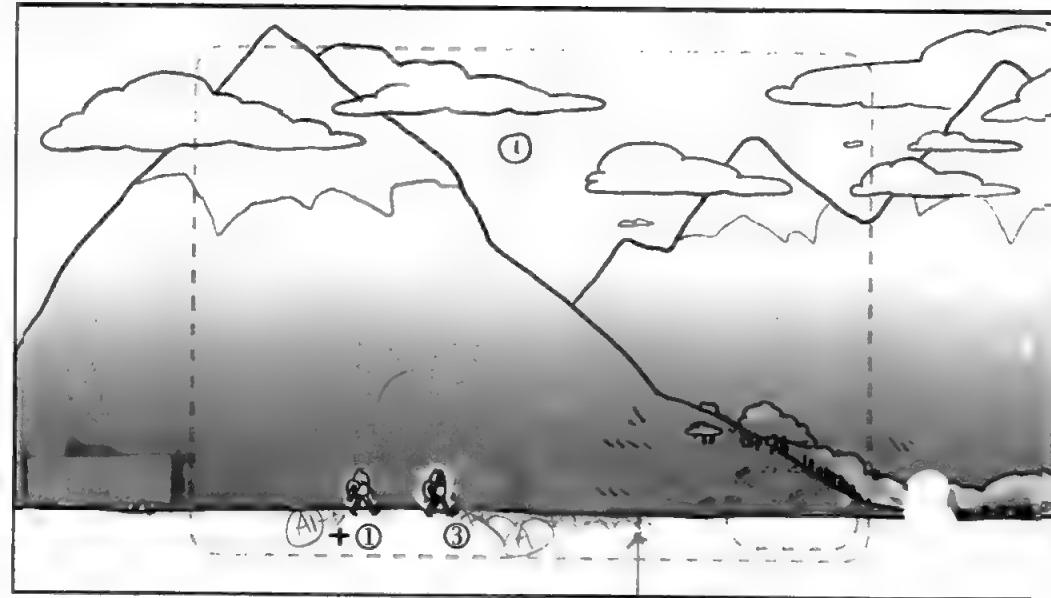
Cut

Sc. 18

Pnl. A

Bg.

day night



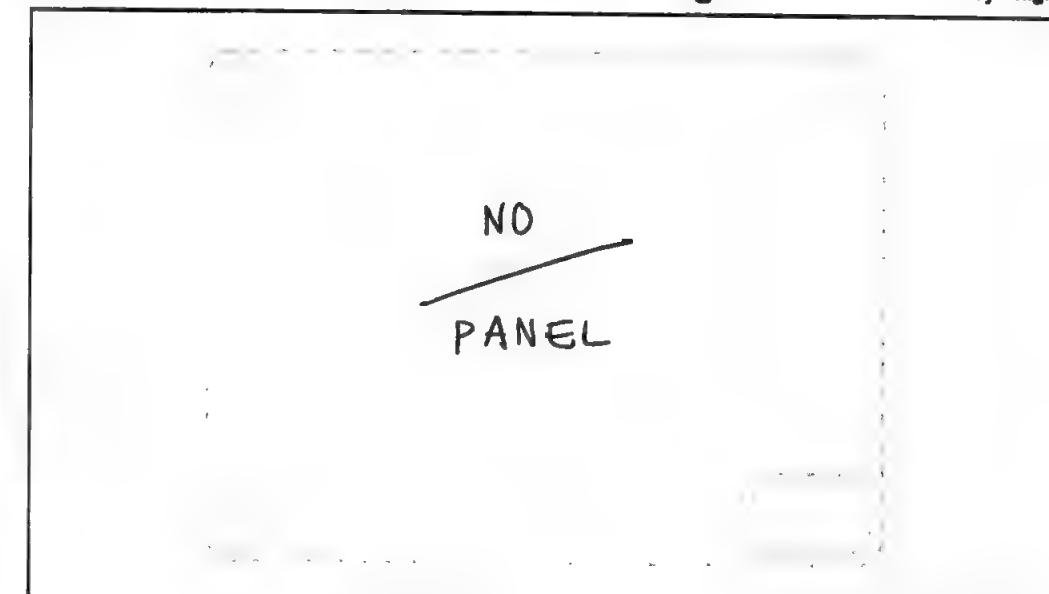
Sc.

Pnl.

Bg.

Page 32

day night



Dialog:

End P5  
A2

Action:

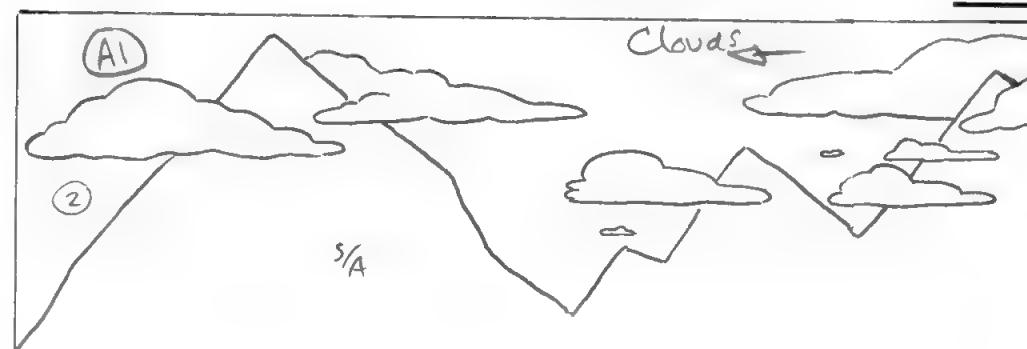
-F. WALKS ACROSS PLAIN

- clouds drift slightly

A2  
C1

+ 2

DETAIL:



MAR 20 2017

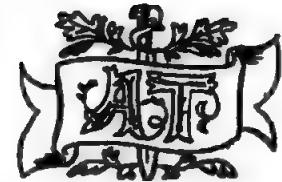
Production :

EPISODE # 1025-177

1025/177

1025/177

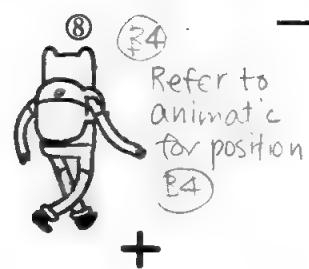
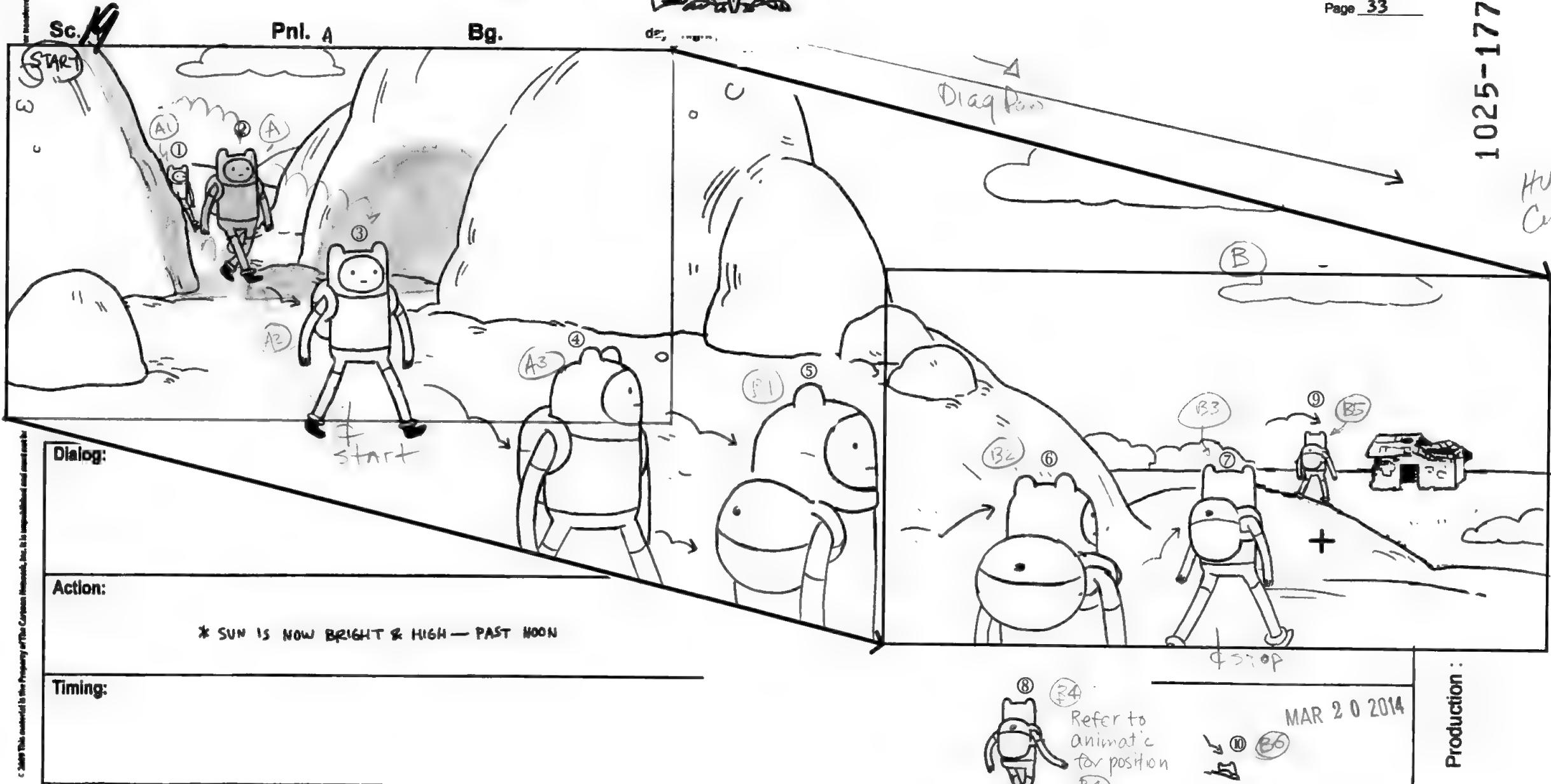
# ADVENTURE TIME



Page 33

1025-177

Hu Cut



1025/177

1025/177

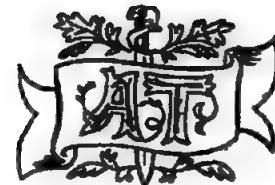
HU Cut

# ADVENTURE TIME

Sc 20

Pnl. A

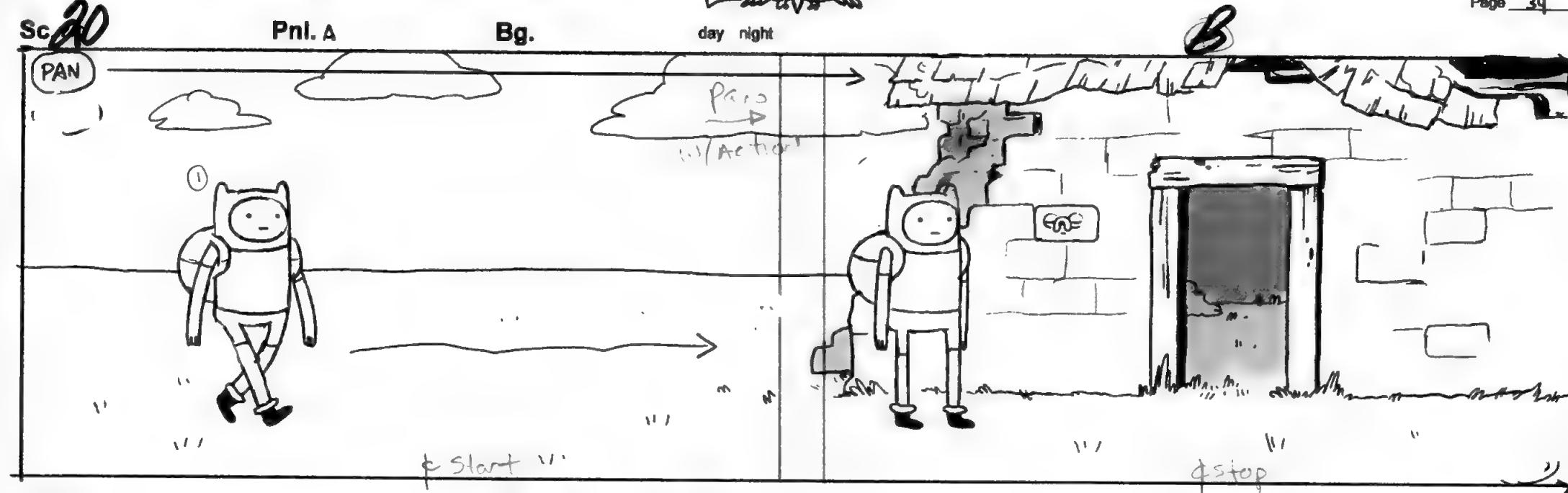
Bg.



day night

Page 34

HU Cut



Dialog:

A1

A2

Action:

- PAN W/ FINN

- F STOPS AT RAMSHACKLE BRICK SHACK

MAR 20 2014

Timing:

Production:

1025/177

# ADVENTURE TIME

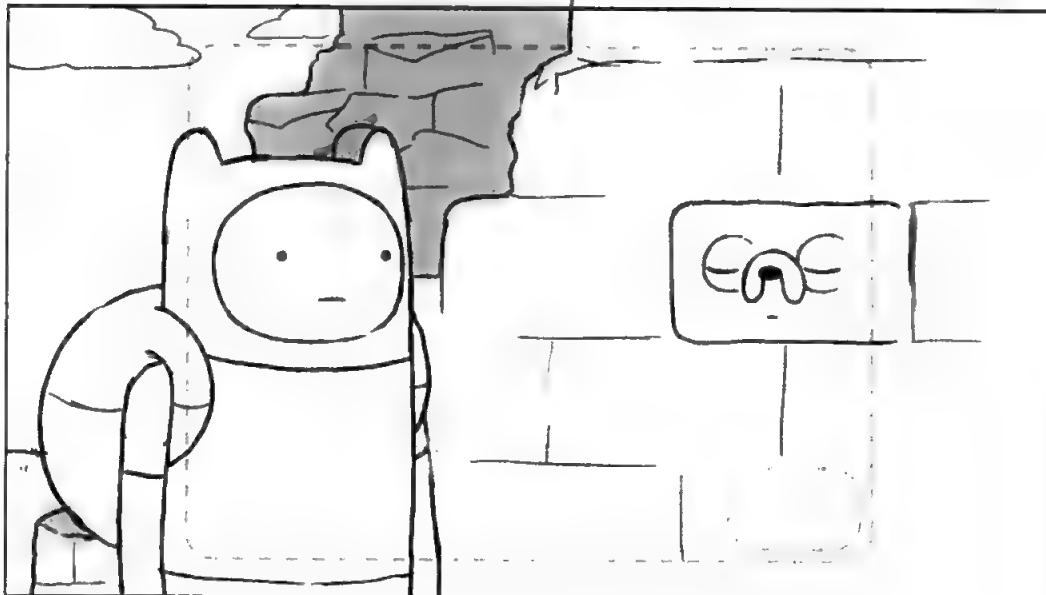
2 Act

Sc. 21

Pnl. A

Bg.

day night

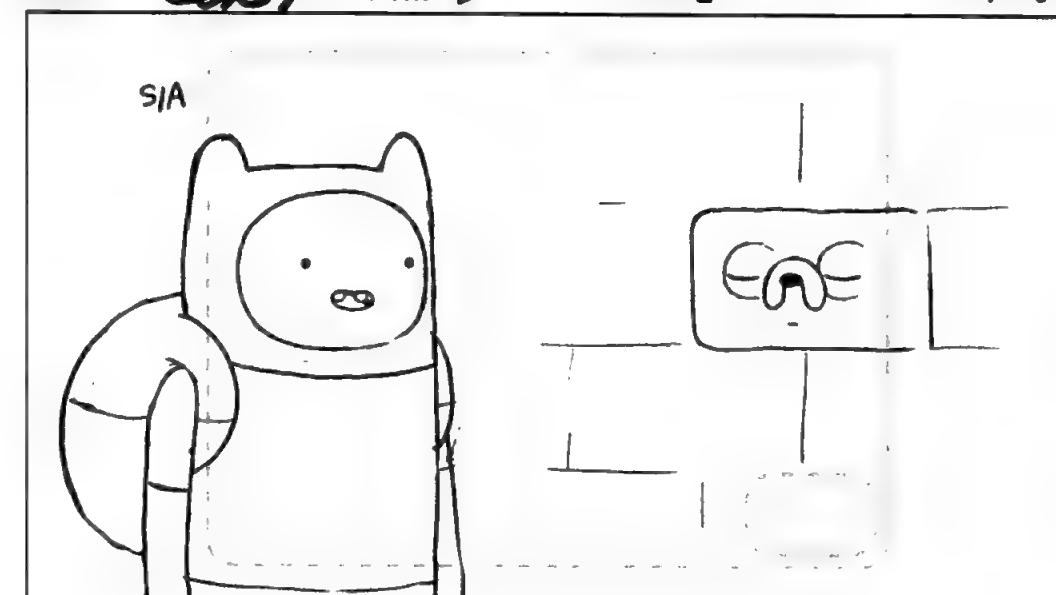


Sc. 21

cont Pnl. B

Bg.

day night



Page 35

Dialog:

F/ HEY MAN.

Action:

JAKE IS ONE OF THE BRICKS

MAR 20 2014

Timing:

Production:

1025/177

1025/177

# ADVENTURE TIME

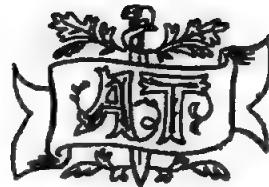
1025/177

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Sc. 21 *CONT*

Pnl. C

Bg.



day night

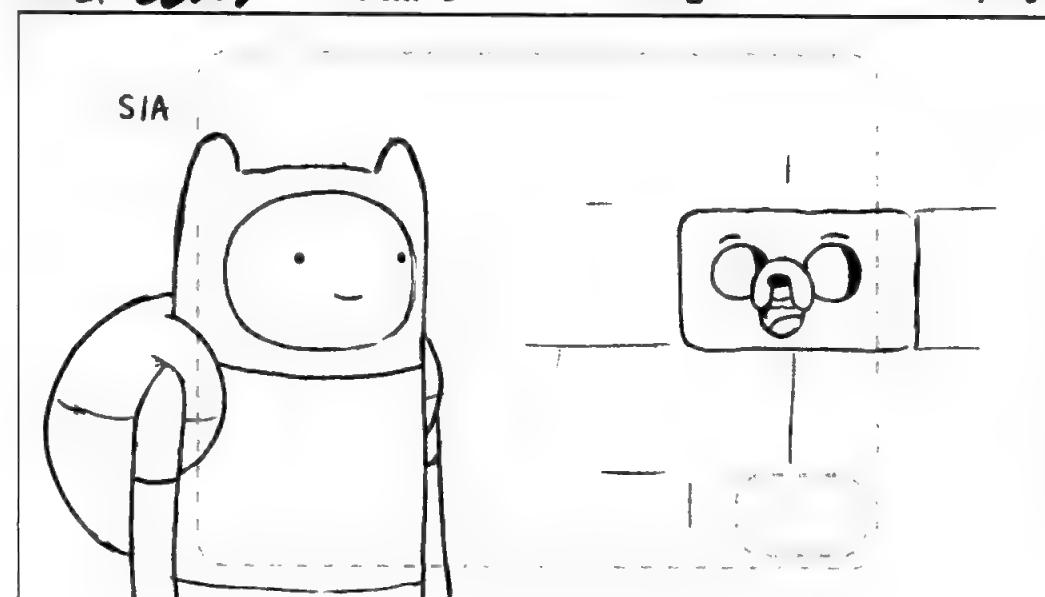
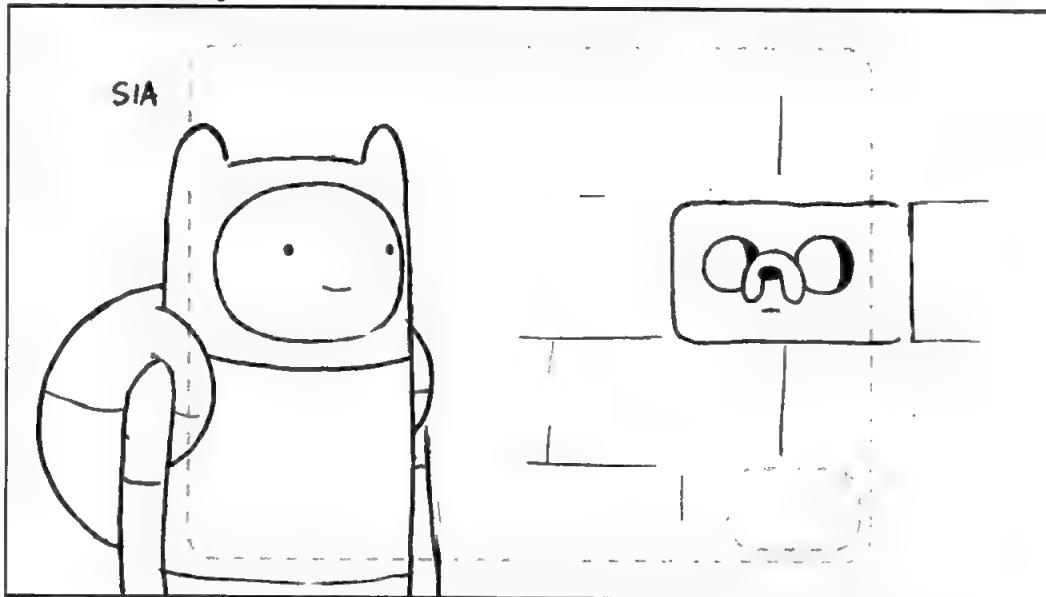
Page 36

Bg.

day night

Sc. 21 *CONT*

Pnl. D



Dialog:



J/ OH, HEY FINN!

Action:

-J OPENS HIS EYES

MAR 20 2014

Timing:

Production:

1025/177

1025/177

# ADVENTURE TIME



Page 37

Sc. 21 ~~cont~~ Pnl. E

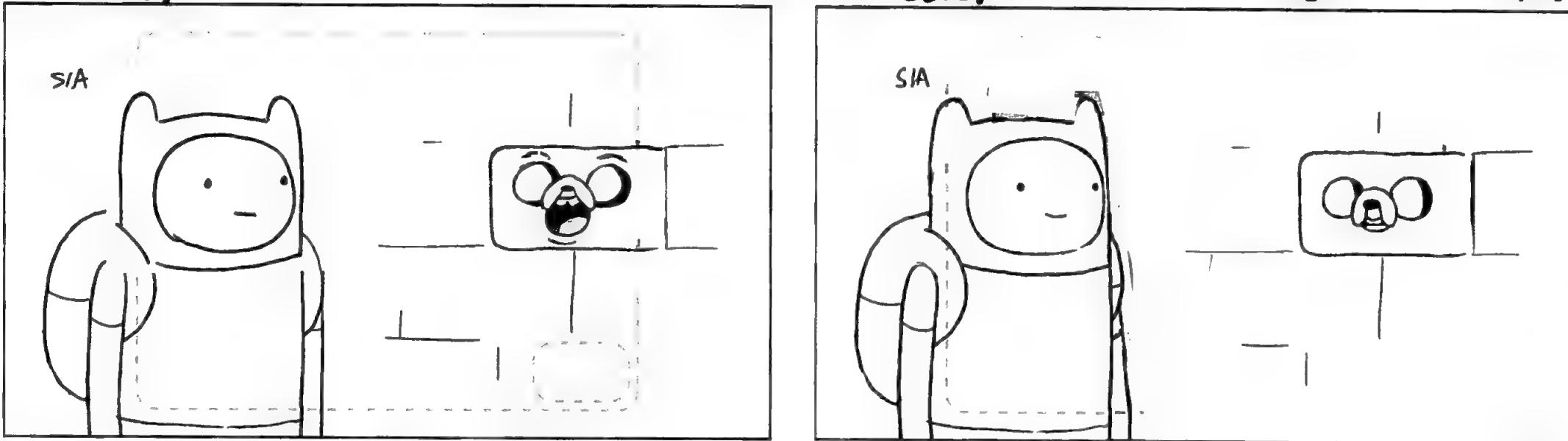
Bg.

day night

Sc. 21 ~~cont~~ Pnl. F

Bg.

day night



Dialog:

J/ HAHAHA!

J/ SO YOU GOT MY MAP?

Action:

MAR 20 2014

Timing:

Production :

1025/177

# ADVENTURE TIME



Page 38

Sc. 21 cont Pnl. G

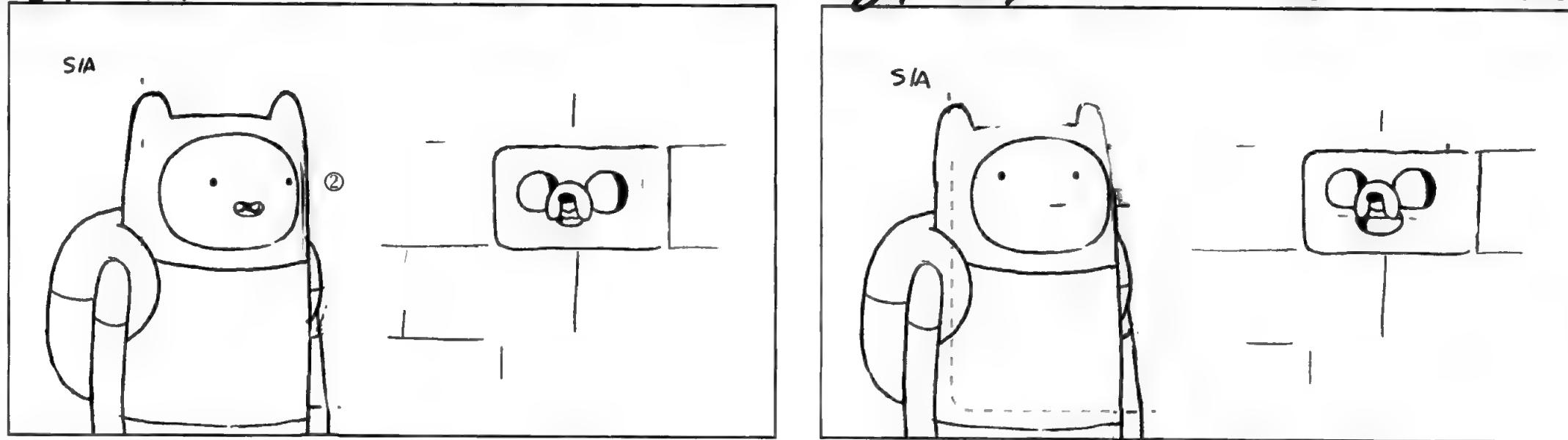
Bg.

day night

Sc. 21 cont Pnl. H

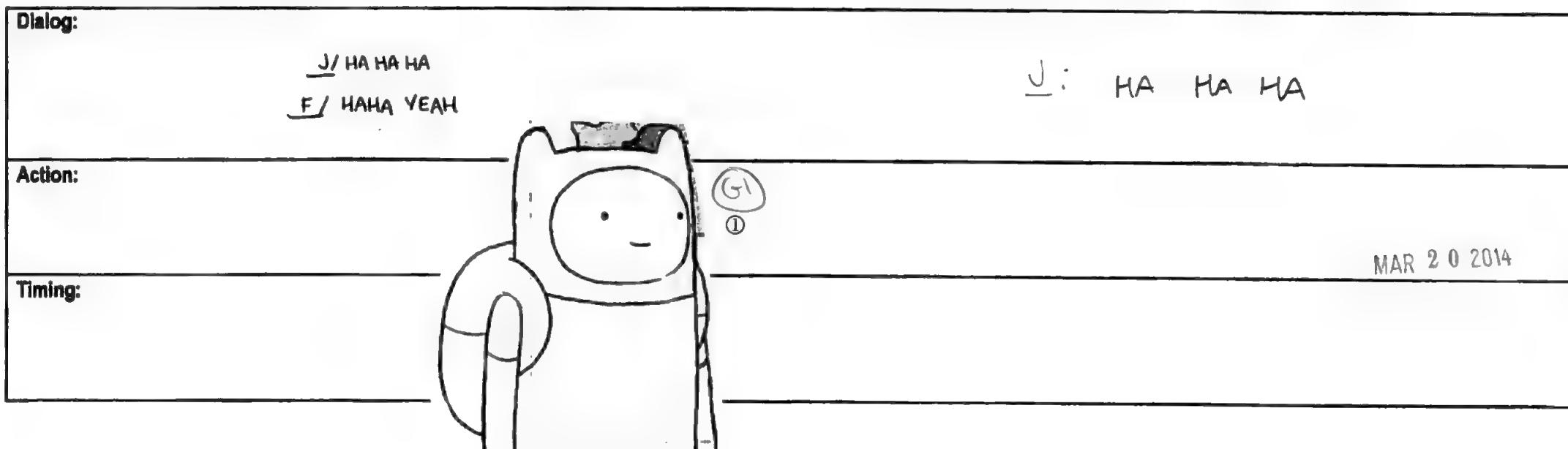
Bg.

day night



1025/177

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EPISODE # 1025-177

Production :

1025/177

1025/177

# ADVENTURE TIME

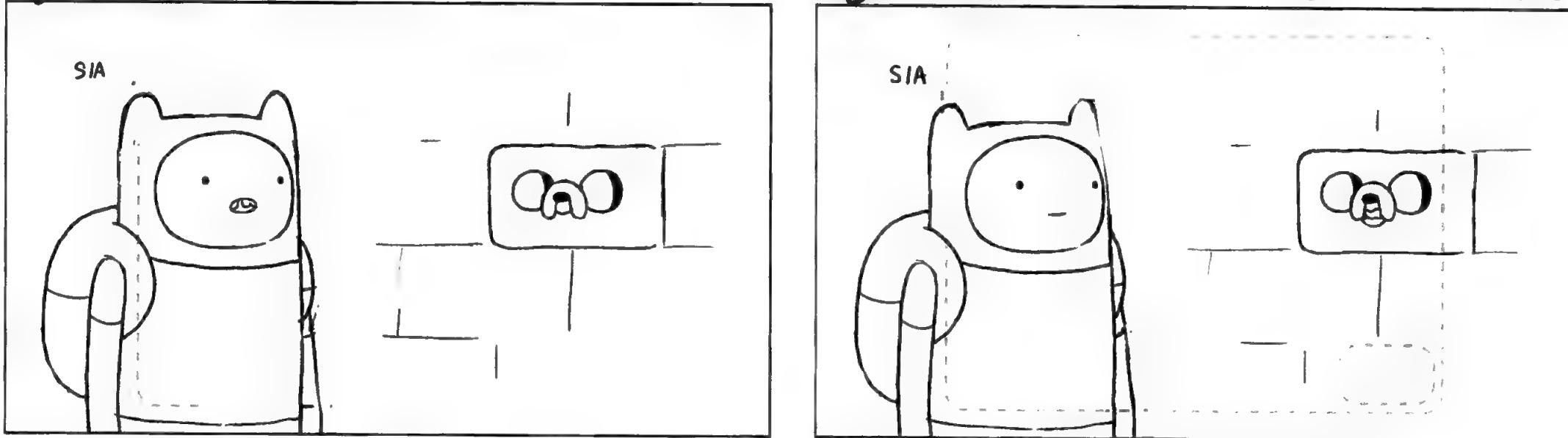


Sc. 21 cont Pnl. I Bg.

day night Sc. 21 cont Pnl. J Bg.

Page 39

day night



EPISODE # 1025-177

1025/177

1025/177

## Dialog:

F SO, HOW'S YOUR EXPERIMENT GOING?

J AH, IT'S GOING GREAT! I REALLY FEEL LIKE I FIT IN

## Action:

MAR 20 2014

## Timing:

Production :

1025/177

# ADVENTURE TIME



Sc. 21 cont

Pnl. K

Bg.

day night

Sc. 21 cont

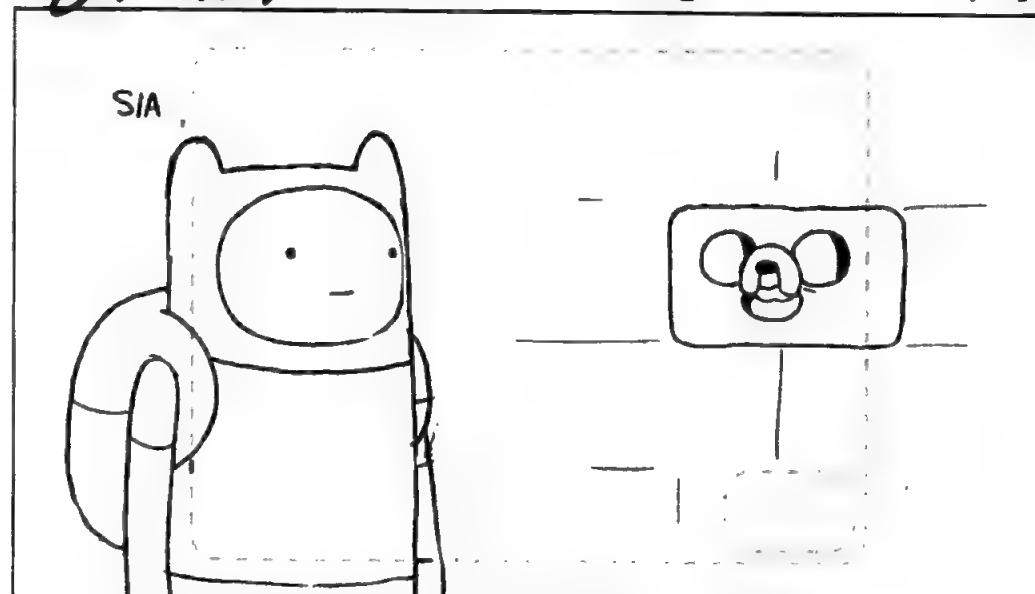
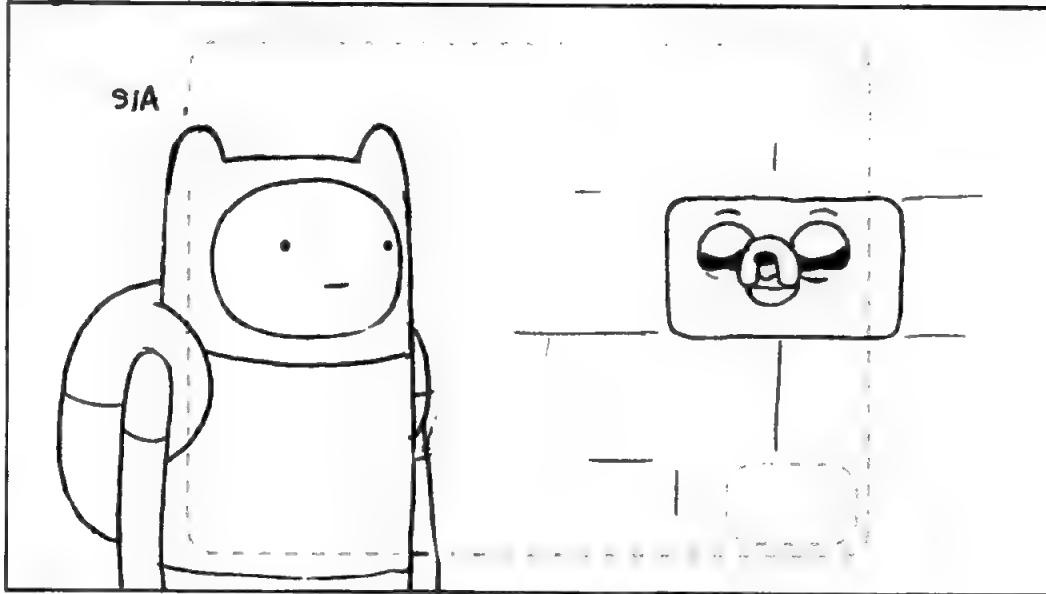
Pnl. L

Bg.

Page 40

day night

HU  
Cut



Dialog:

J/ HAHAH SO TO SPEAK

J/ HA HA HA HA

Action:

MAR 20 2014

Timing:

Production :

1025/177

1025/177

# ADVENTURE TIME

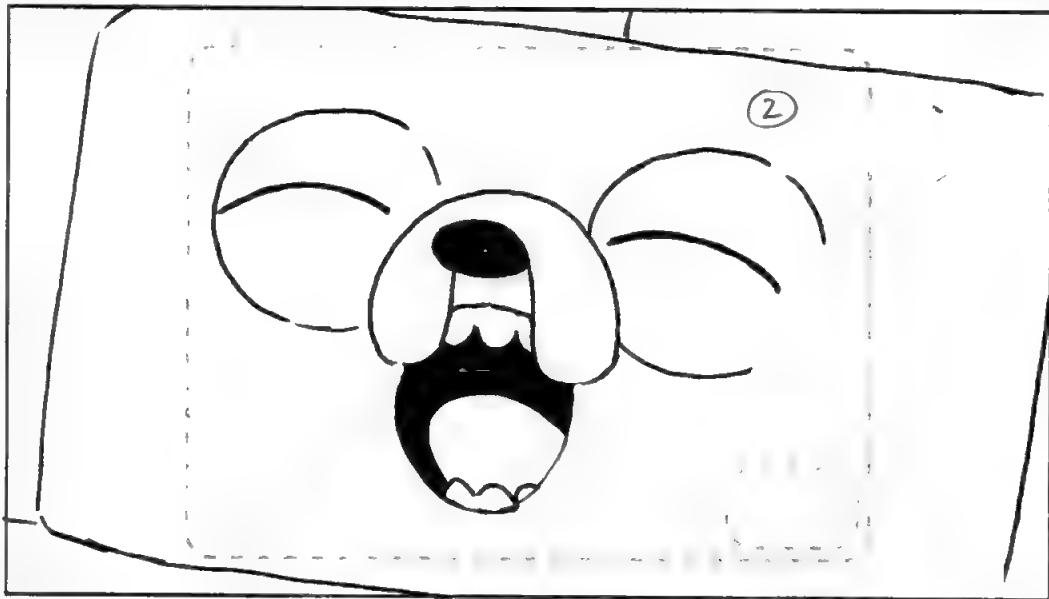
X Cut

Sc. 22

Pnl. A

Bg.

day night

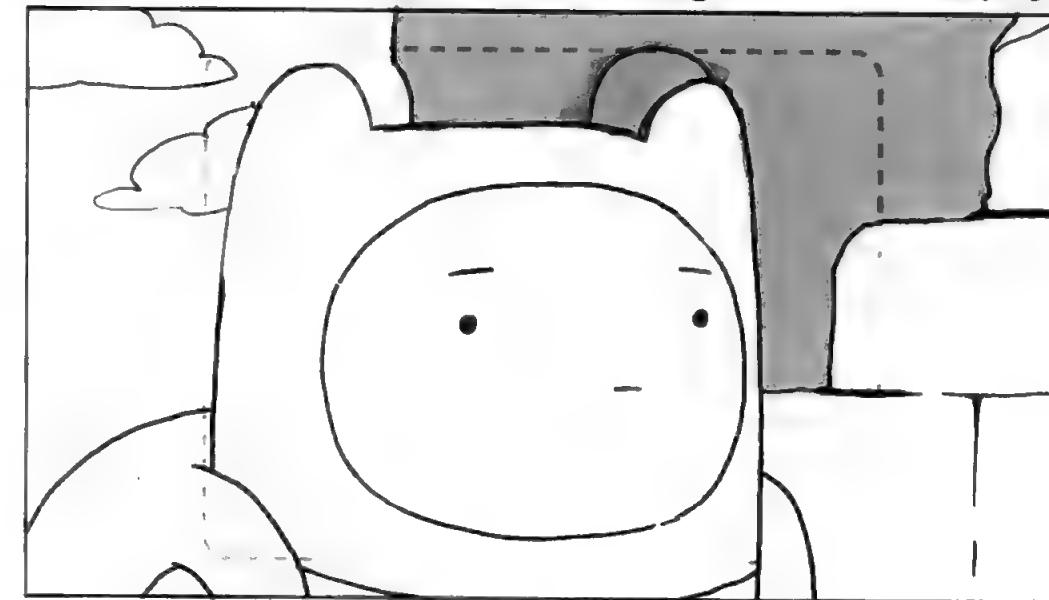


Sc. 23

Pnl. A

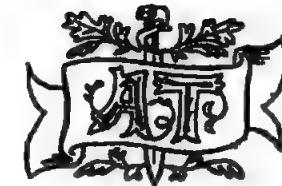
Bg.

day night



Page 41

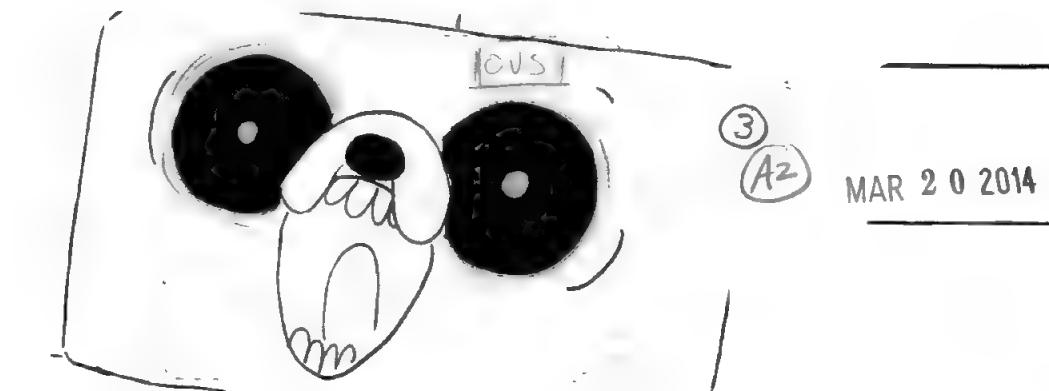
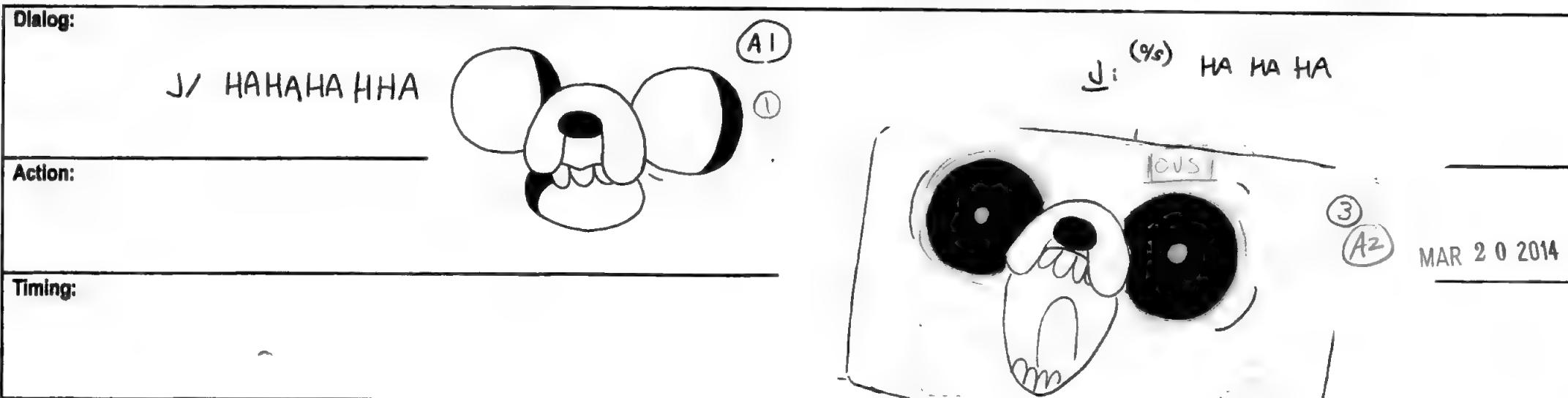
1025/177



Cut

EPISODE # 1025-177

1025/177



Production :

1025/177

# ADVENTURE TIME

1025/177

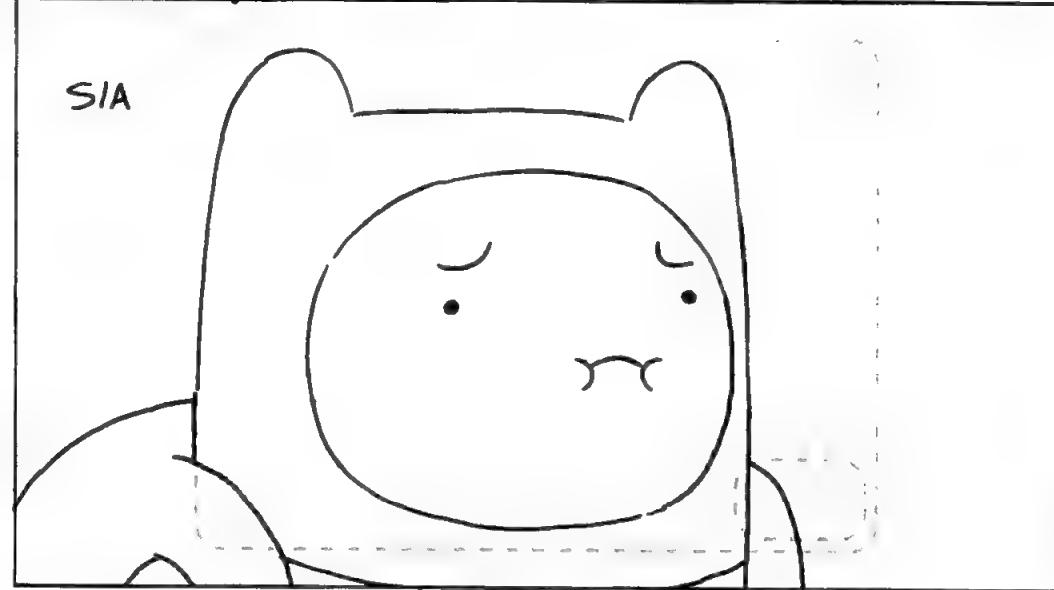
Sc.23 *CONT*

PnIB

Bg.

day night

Page 42

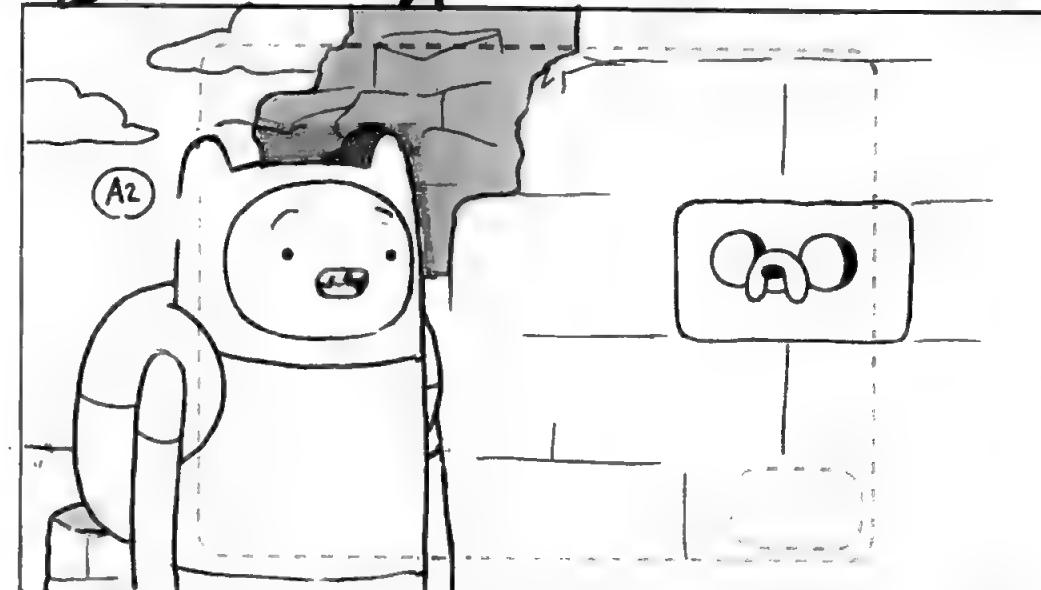


Sc. 24

PnIA

Bg.

day night



Dialog:

J/ HA HA HA

F/ SO... ARE YOU READY TO COME HOME?

Action:

- F. LOOKS WORRIED.



MAR 20 2014

Timing:

Production :

1025/177

# ADVENTURE TIME



Page 43

Sc. 24 cont Pnl. B

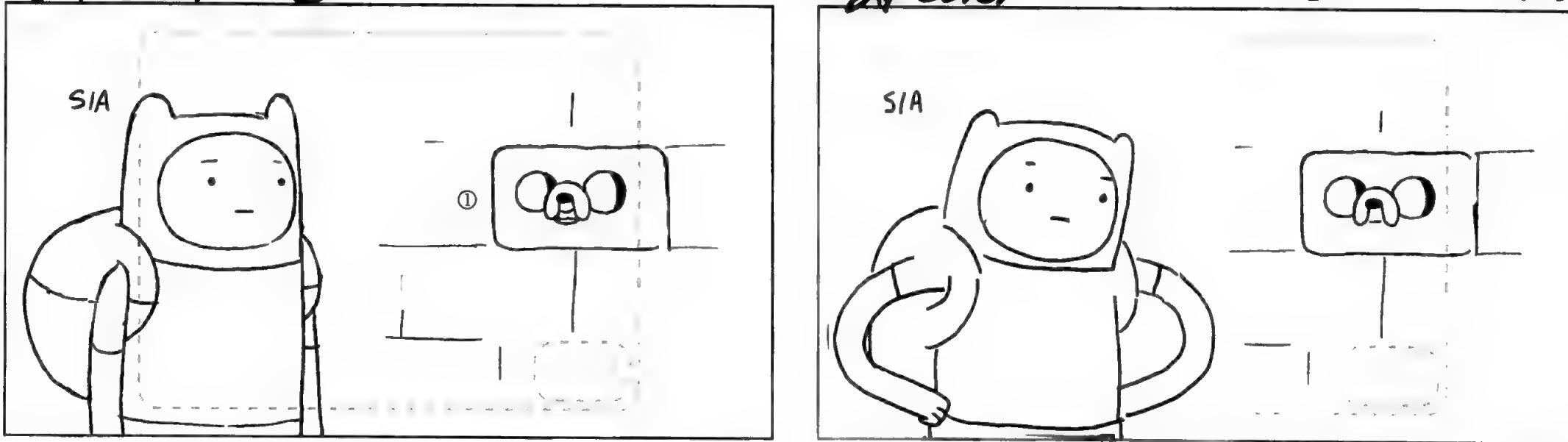
Bg.

day night

Sc. 24 cont Pnl. C

Bg.

day night

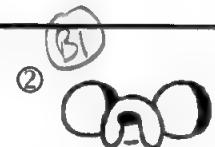


## Dialog:

J/ NAH, I THINK I'M GONNA KEEP BEING A BRICK FOR A WHILE

F/ MMMMM...

## Action:



MAR 20 2014

## Timing:

Production :

1025/177

1025/177

1025/177

# ADVENTURE TIME

Sc. 24 cont

Pnl. D

Bg.



day night

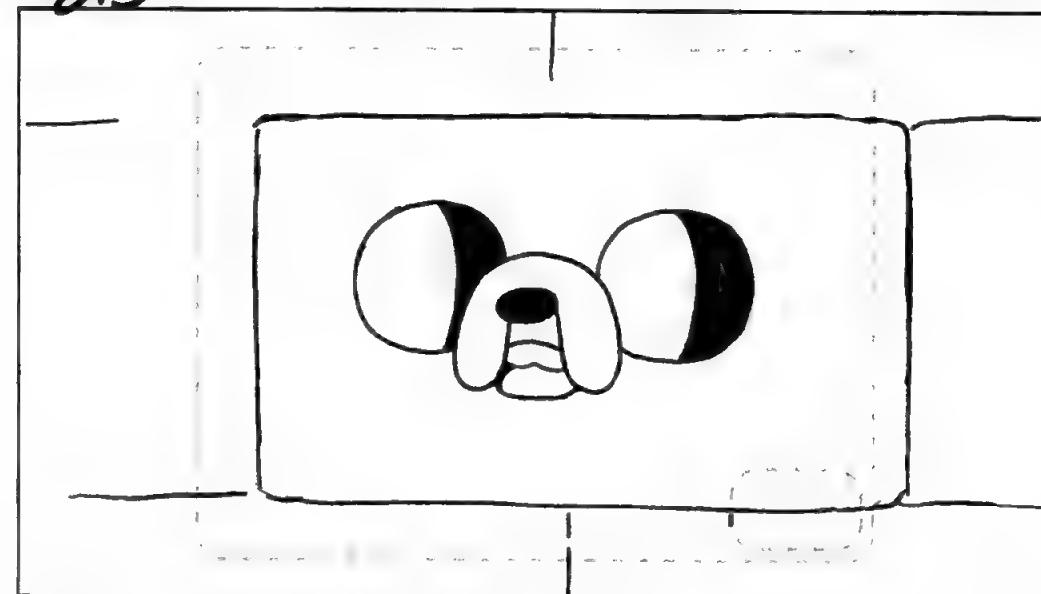
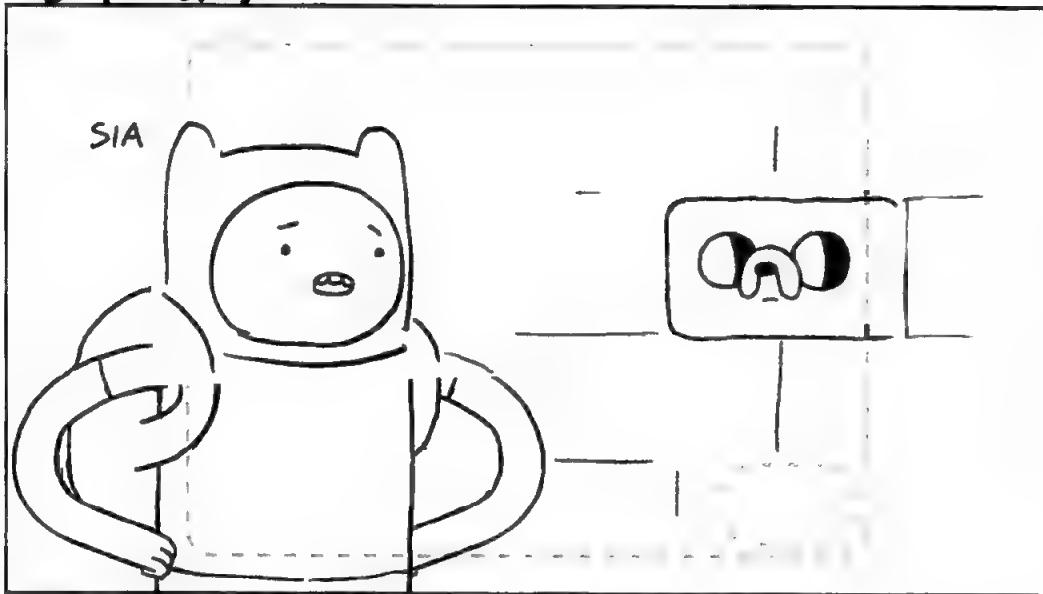
Sc. 25

Pnl. A

Bg.

Page 44

day night



Dialog:

F/ WHAT ARE YOU DOING AGAIN?

J/ FINN, EVER SINCE I WAS LITTLE, I WANTED TO SEE  
WHAT IT'S LIKE TO BE A BRICK IN A BRICK SHACK  
WHEN THE BRICK SHACK FALLS DOWN.

Action:

MAR 20 2014

Timing:

Production :

1025/177

# ADVENTURE TIME



Page 45

Sc. 25 *CONT*

Pnl. B

Bg.

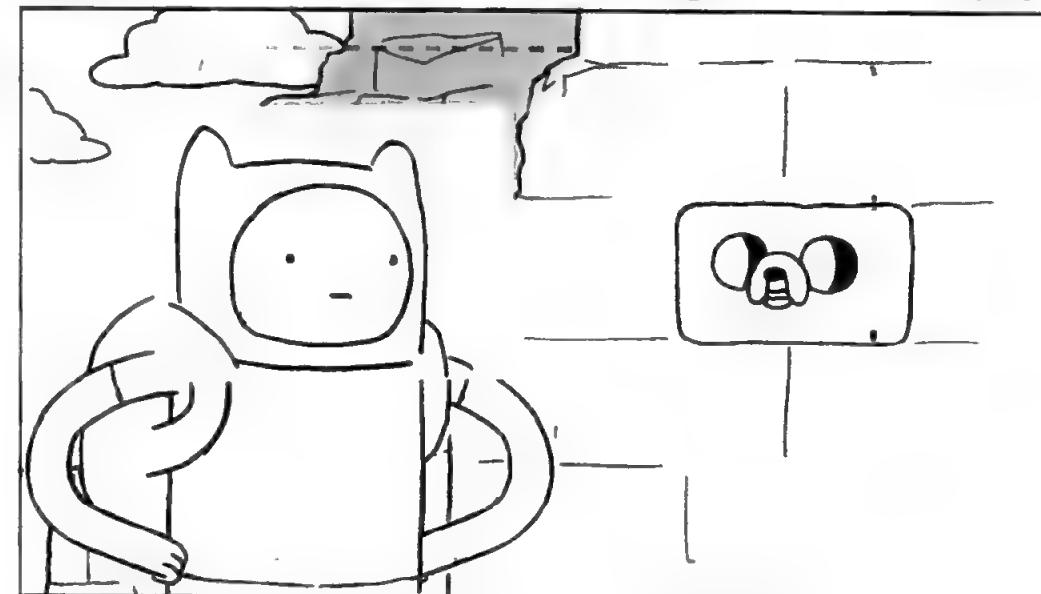
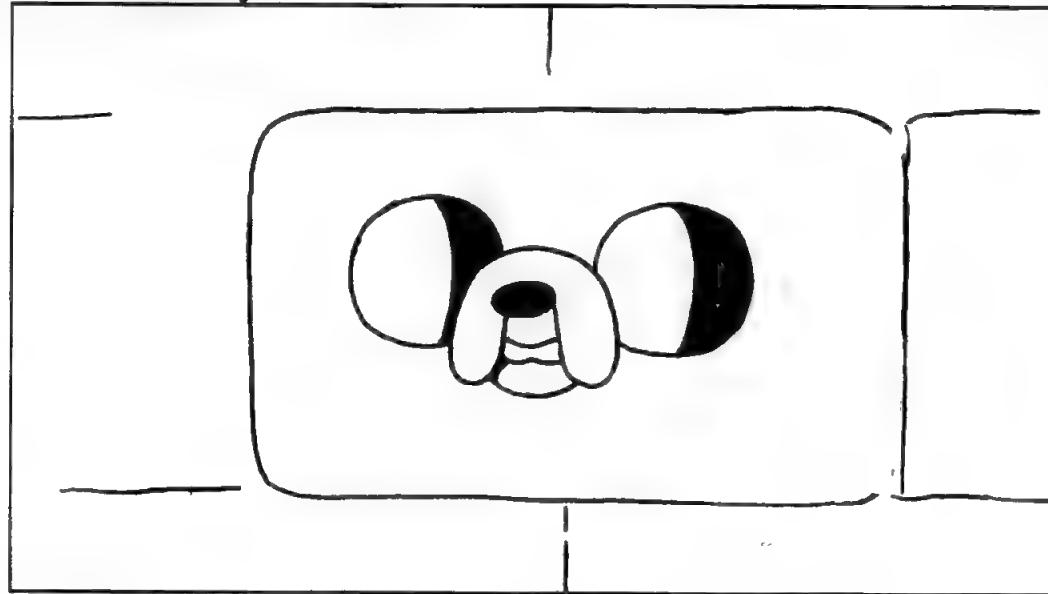
day night

Sc. 26

Pnl. A

Bg.

day night



1025/177

EPISODE # 1025-177

1025/177

**Dialog:**

J/ AND THIS SHACK IS GONNA FALL DOWN!

J/ JUST LOOK AT IT!

**Action:**

MAR 20 2011

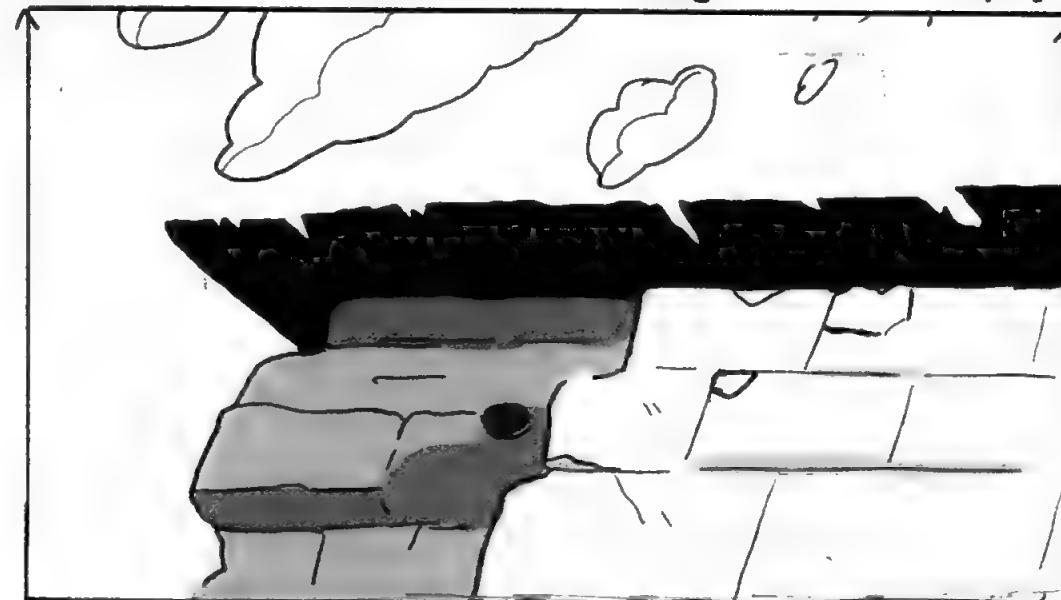
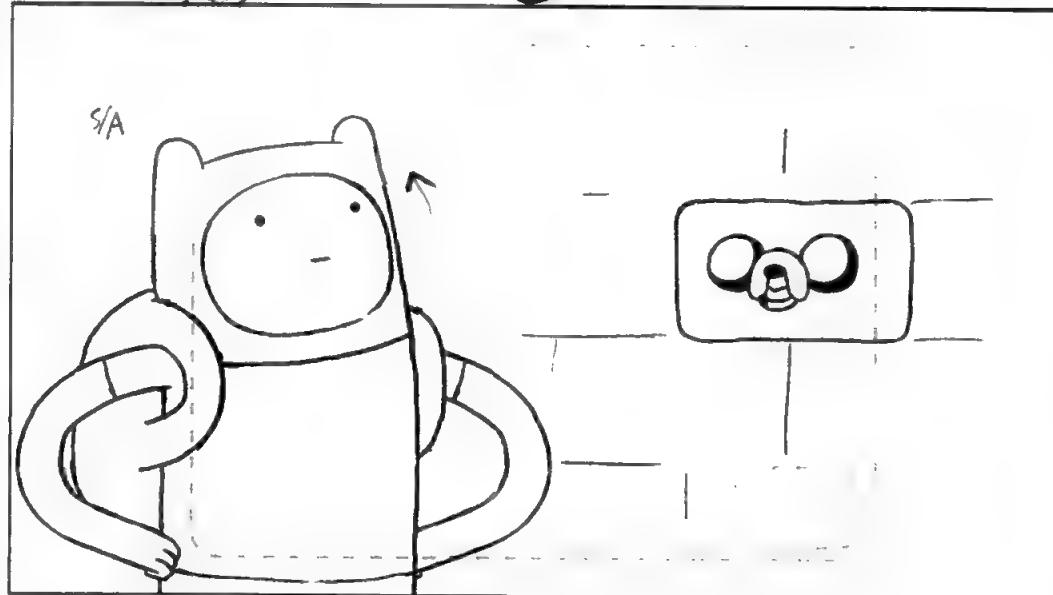
**Timing:**

Production :

1025/177

# ADVENTURE TIME

Sc. 26 CONT Pnl. B Bg. day night Sc. 27 Pnl. A Bg. day night



1025/177

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## Dialog:

J/ LIKE SANDCASTLES IN THE SUN, BABY.

## Action:

- F. LOOKS UP.

MAR 20 2014

## Timing:

1025/177

EPISODE # 1025-177

1025/177

# ADVENTURE TIME



Page 47

Sc. 27 *CONT* Pnl. B

Bg.

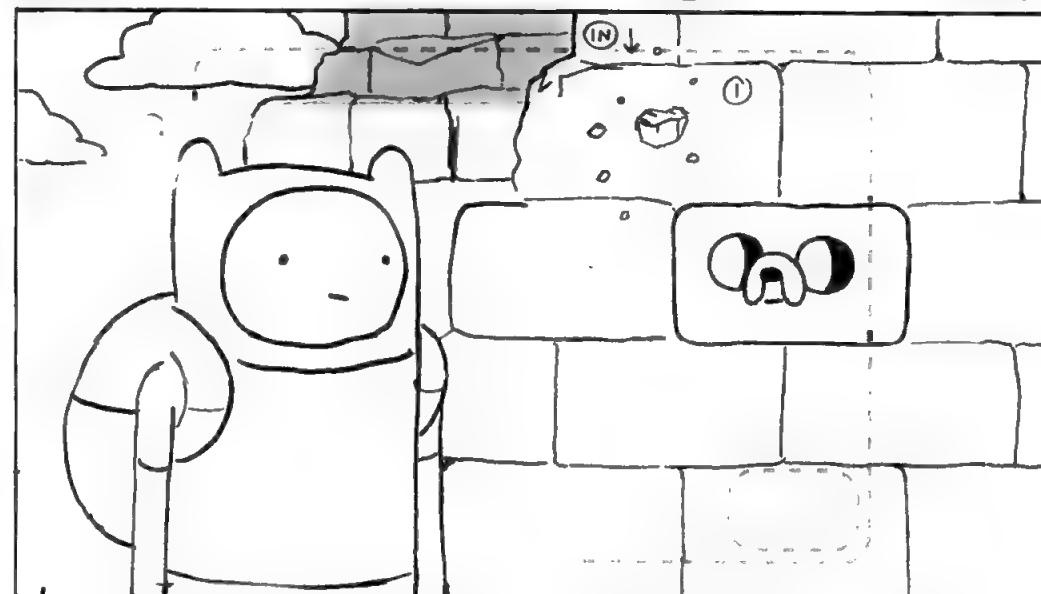
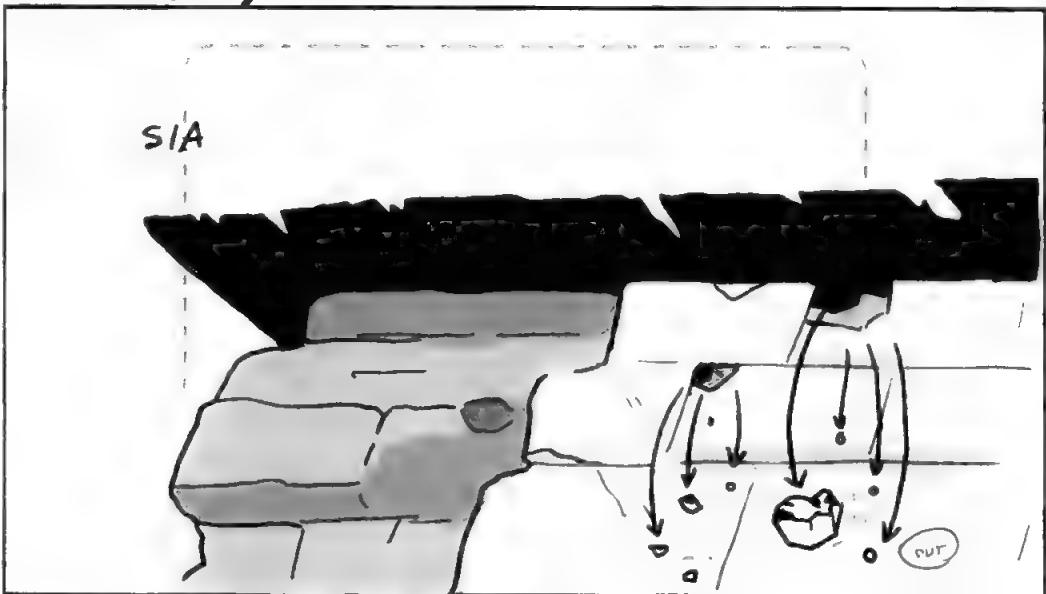
day night

Sc. 28

Pnl. A

Bg.

day night



**Dialog:**

SFX: \*SKSH\*  
J: HA HA HA!



**Action:**

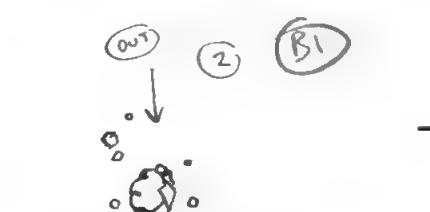
- PIECES CRUMBLE FROM SHACK  
AND FALL OFF'S.



-F + J LOOK AT EACH OTHER



**Timing:**



MAR 20 2014

Production :

1025/177

# ADVENTURE TIME



Page 48

Sc. 28 *cont*

Pnl. B

Bg.

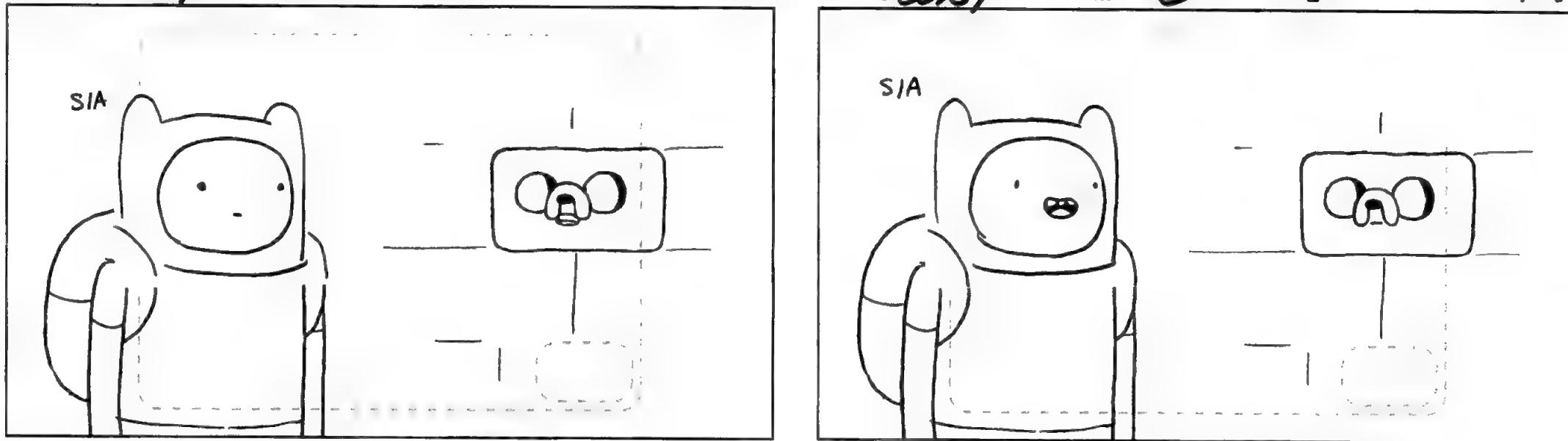
day night

Sc. 28 *cont*

Pnl. C

Bg.

day night



**Dialog:**

J/ YOU'RE TOO YOUNG. YOU WOULDN'T UNDERSTAND.

F/ HAHA YOU'RE RIGHT, I DON'T UNDERSTAND.

**Action:**

MAR 20 2014

**Timing:**

Production :

1025/177

# ADVENTURE TIME

1025/177

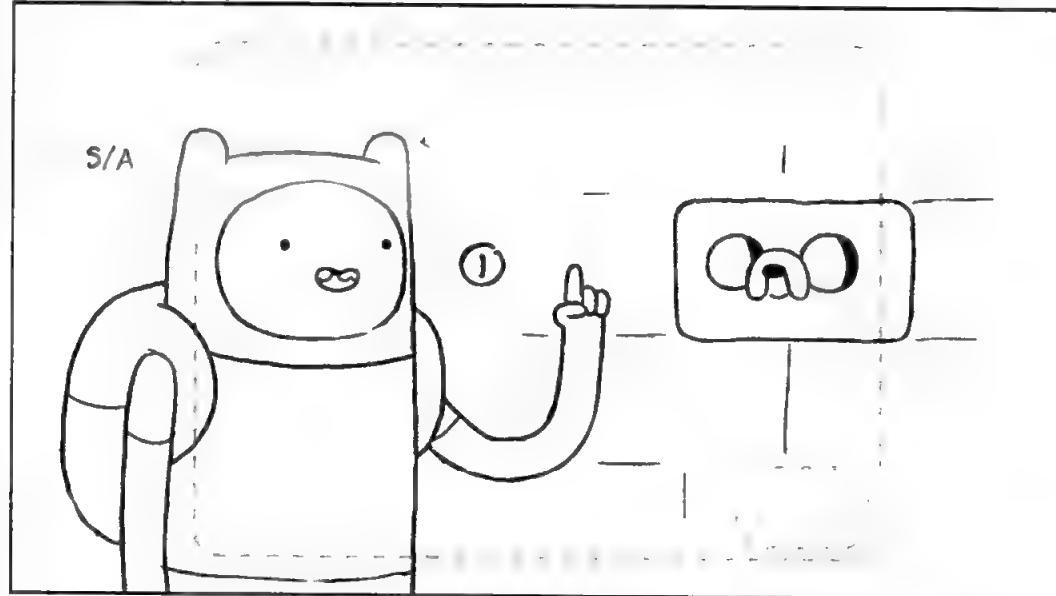
Sc. 28 cont. From the studio, from the studio, department of animation, in sequence, for production purposes, and may not be sold or reproduced.

Sc. 28 cont.

Pnl. D

Bg.

day night



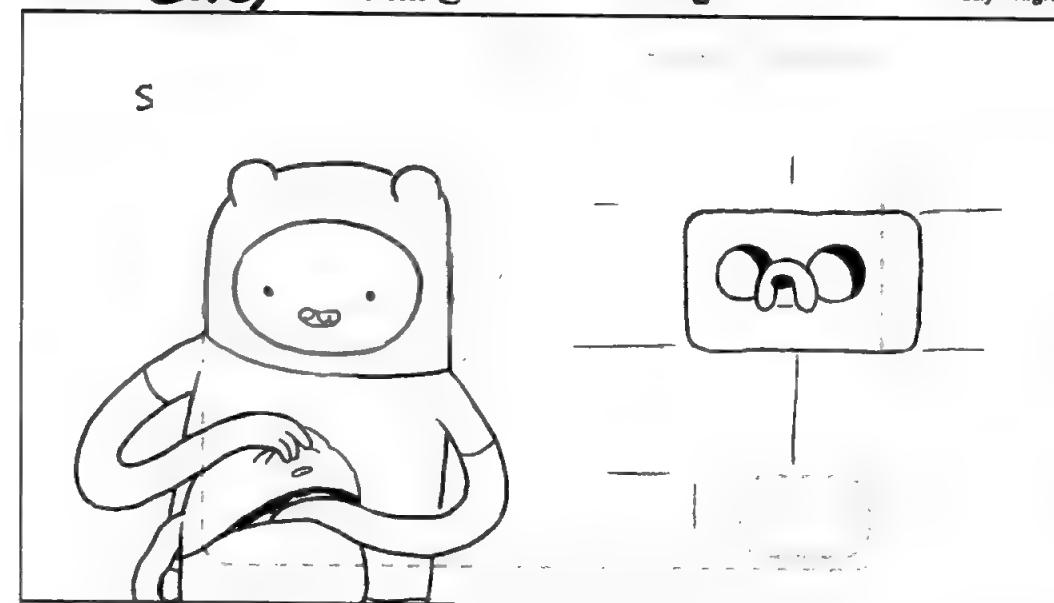
Sc. 28 cont.

Pnl. E

Bg.

Page 49

day night



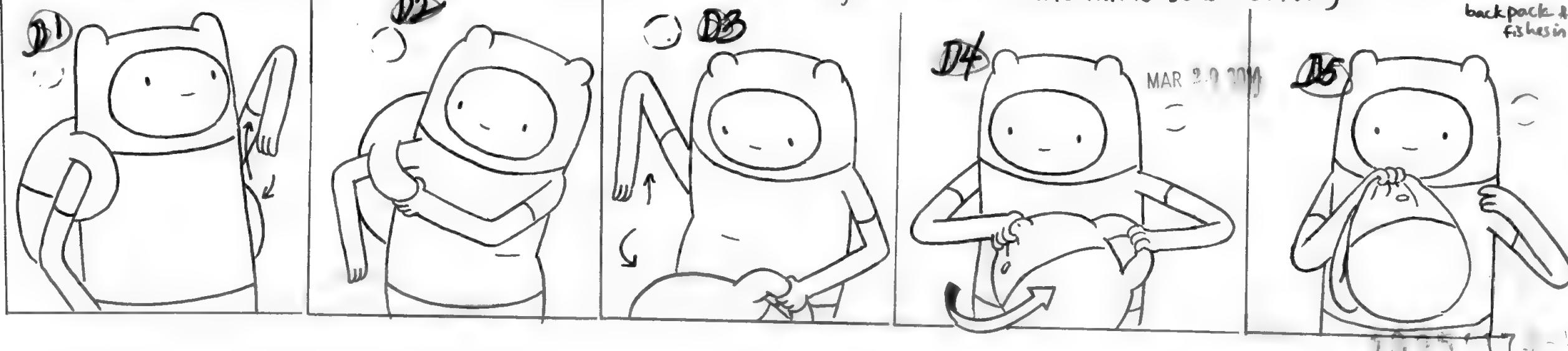
EPISODE # 1025-177

1025/177

Dialouge:  
F/ BUT I'M COOL WITH YOUR MYSTICAL JOURNEY OR WHATEVER...

F/ I'm gonna leave this walkie talkie so we can stay in touch.

-F takes off  
backpack &  
fishes in it.



# ADVENTURE TIME



Sc. 28 *cont*

Pnl.

F

Bg.

day night

Sc. 28 *cont*

Pnl.

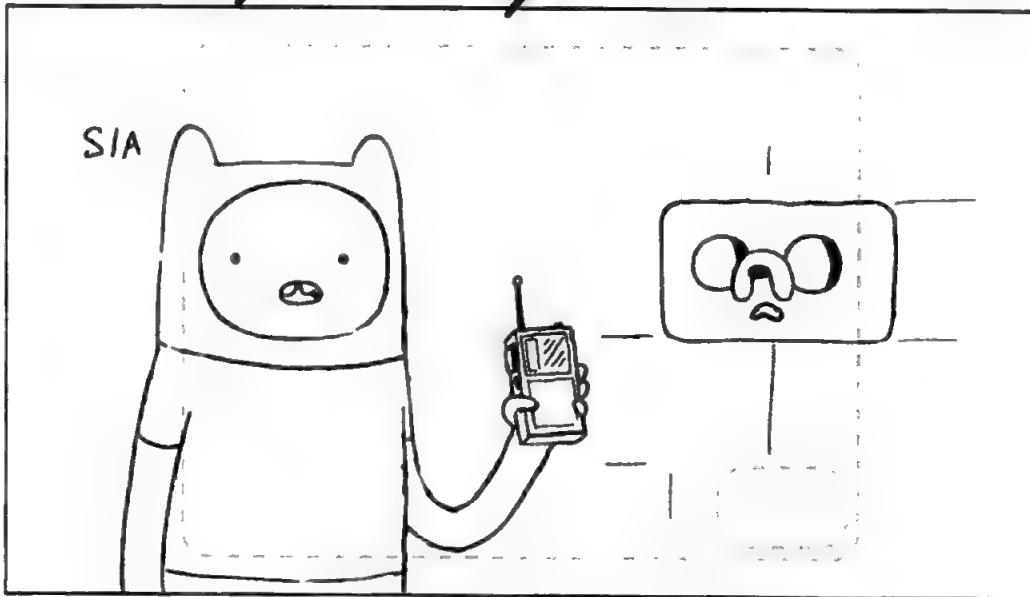
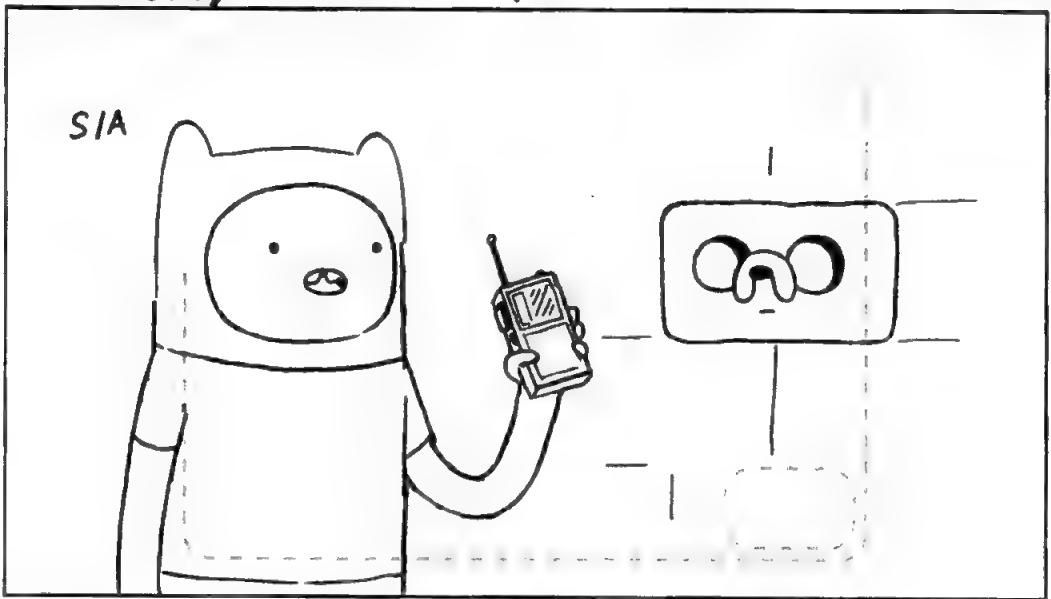
G

Bg.

Page 50

day night

tu  
Cut

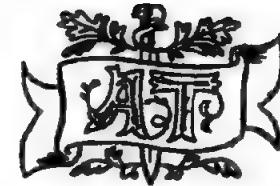


Dialog:	J/ WHAT?
F/	... JUST IN CASE
Action:	
Timing:	MAR 20 2014

Production :

1025/177

# ADVENTURE TIME



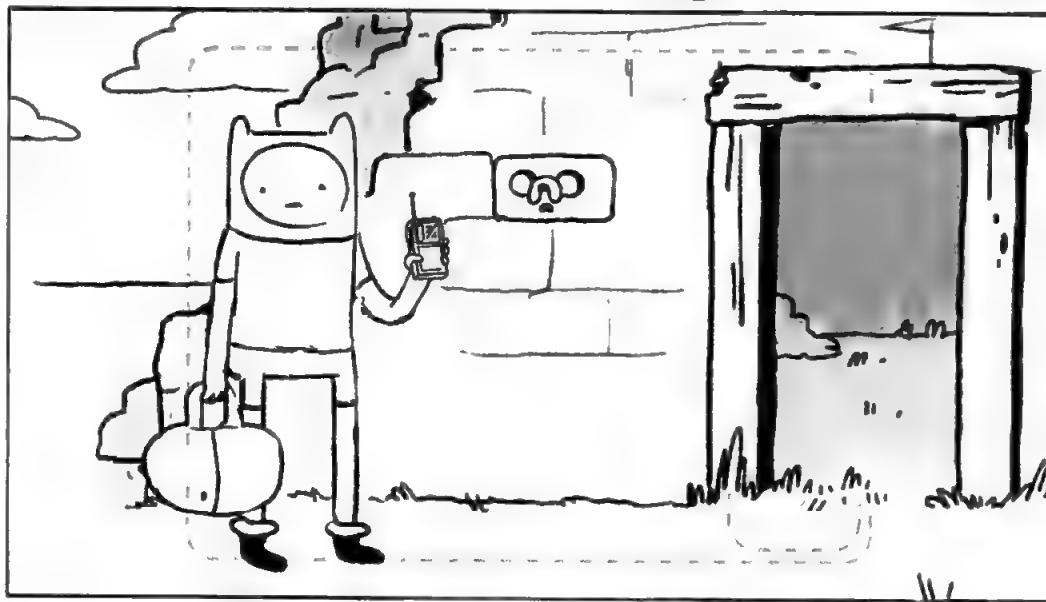
Page 51

Sc. 29

Pnl. A

Bg.

day night



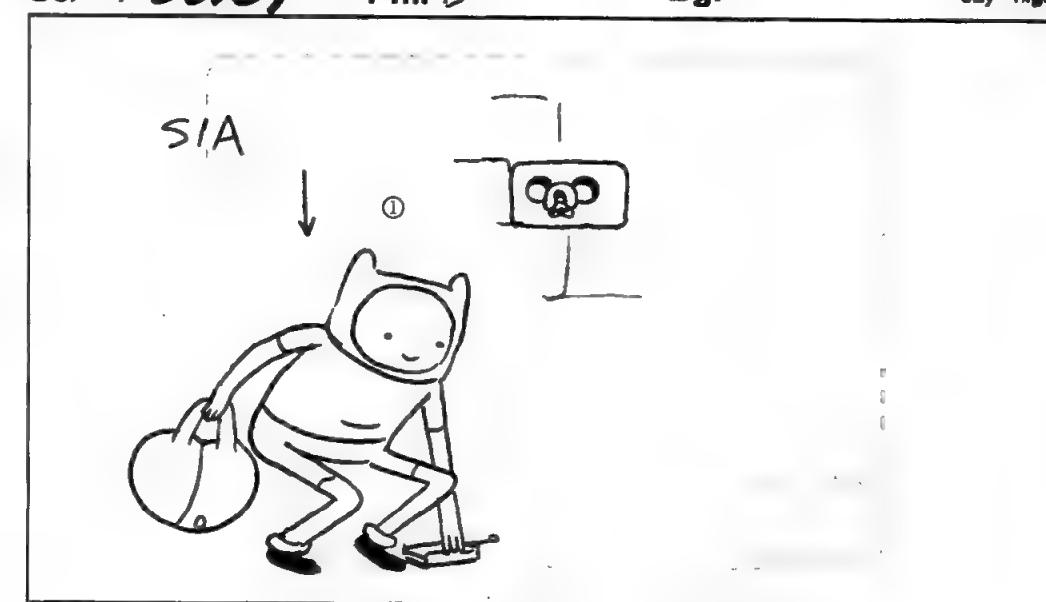
Sc. 29

CONT

Pnl. B

Bg.

day night



Dialog:

J: NO, MAN...

Action:



Timing:

... BRICKS DON'T STAY IN TOUCH!

-F. PUTS DOWN WALKIE-TALKIE

② MAR 20 2014



Production:

1025/177

1025/177

1025/177

# ADVENTURE TIME

1025/177

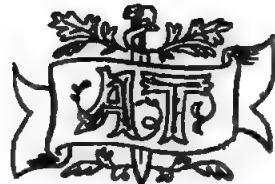
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Sc. 29 *CONT*

Pnl.

C

Bg.



day night

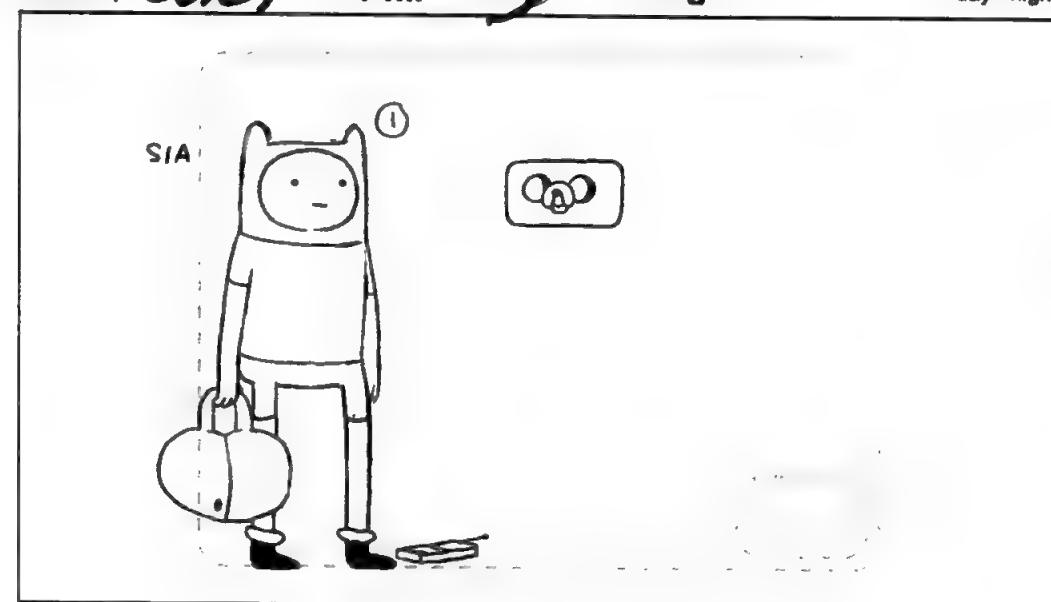
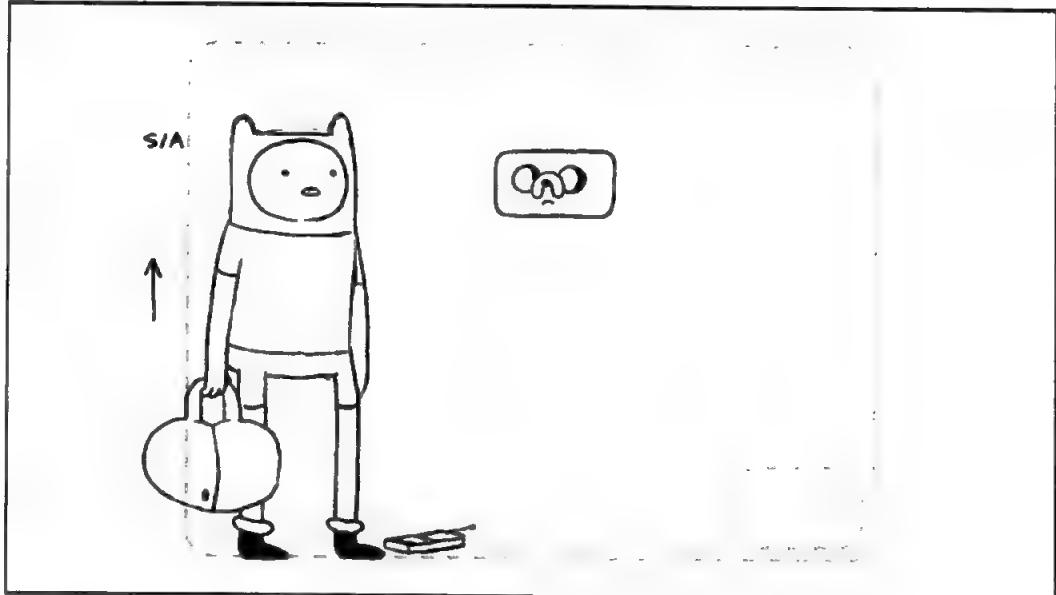
Sc. 29 *CONT*

Pnl.

D

Page 52

day night



## Dialog:

F/ DUDE - BMO IS LIKE, REALLY WORRIED ABOUT YOU.

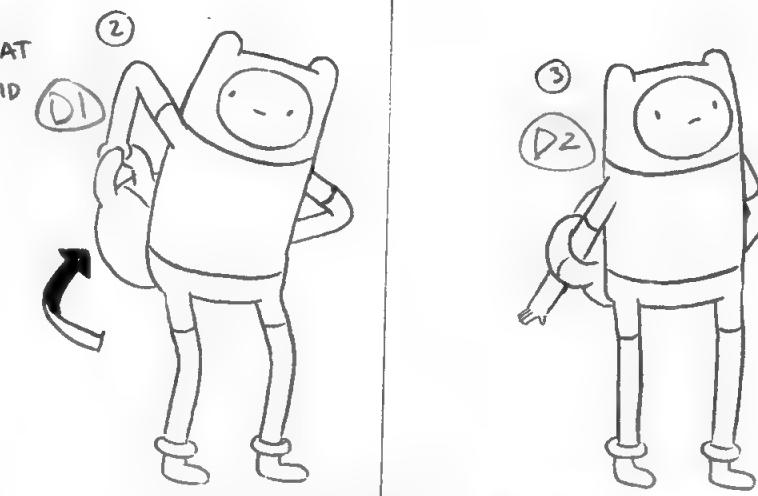
## Action:

- F. STANDS UP.

## Timing:

J/ AWWW... YOU TELL THAT  
LITTLE GOOFBALL I SAID  
"HI!"

MAR 20 2014



1025/177

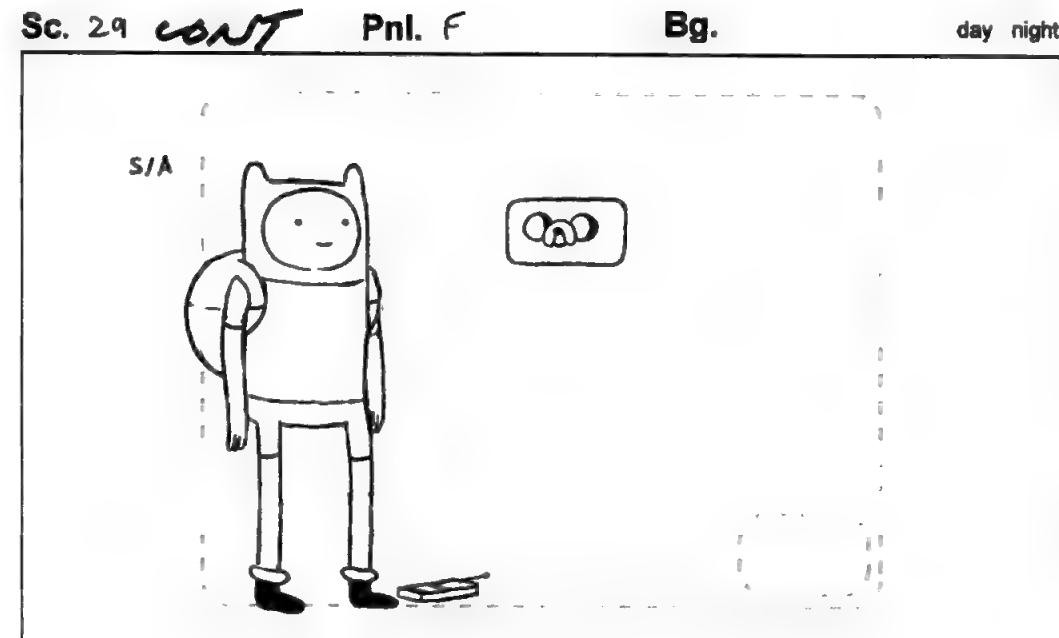
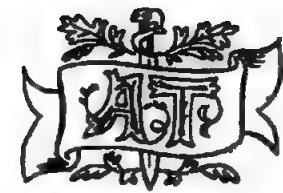
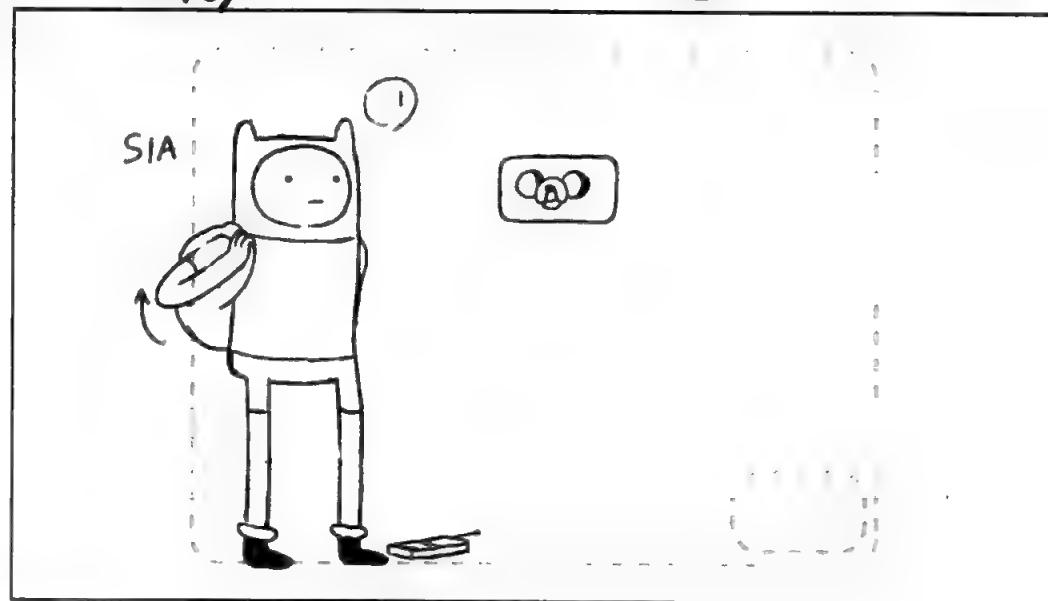
EPISODE # 1025-177

1025/177

# ADVENTURE TIME

1025/177

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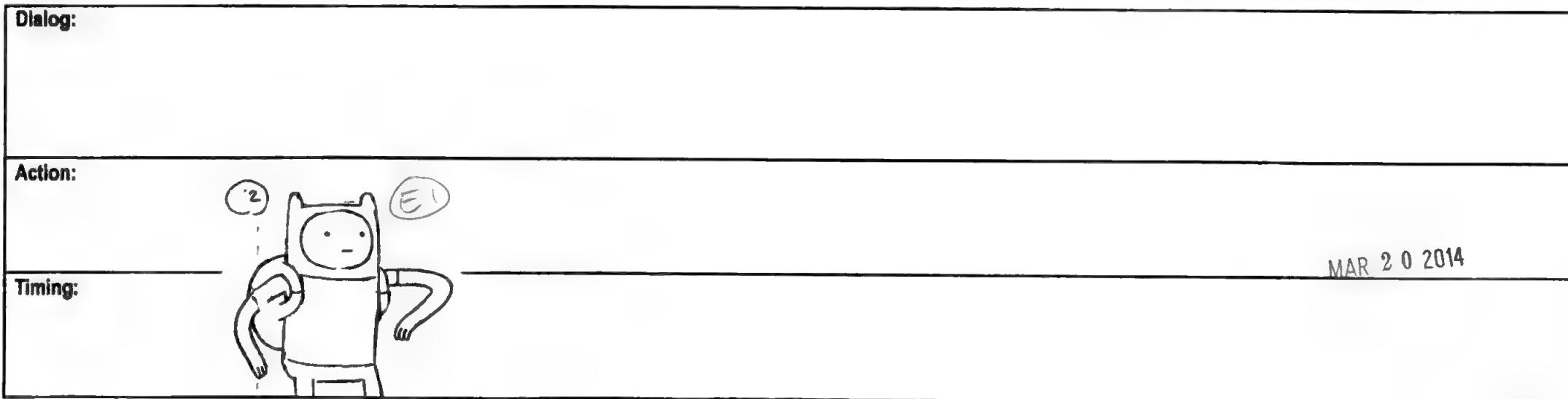
Page 53

day night

PC Cut

EPISODE # 1025-177

1025/177



Production :

1025/177

# ADVENTURE TIME

2 cut

1025/177

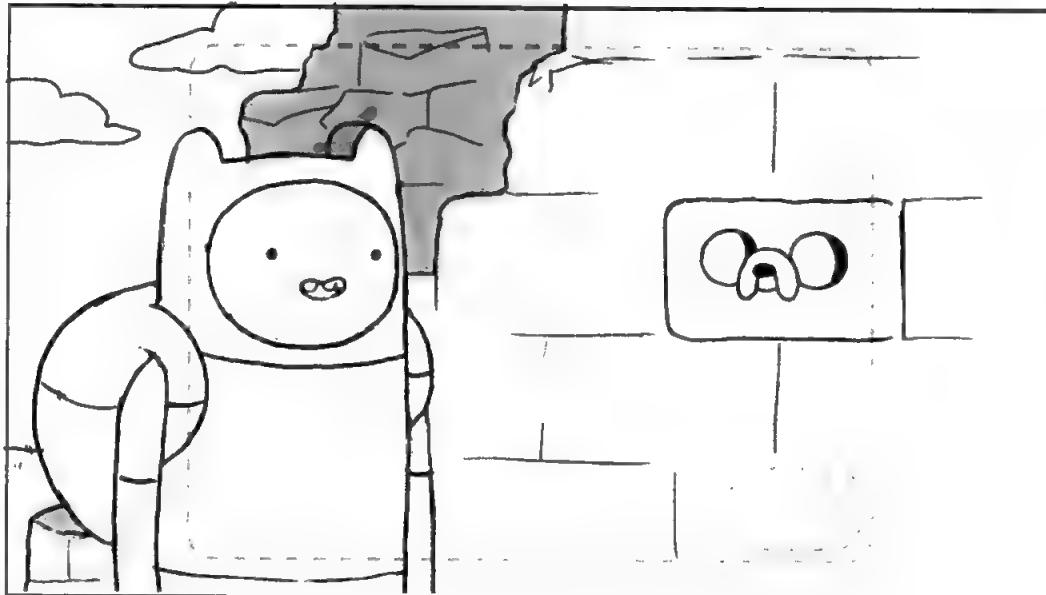
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Sc. 30

Pnl. A

Bg.

day night

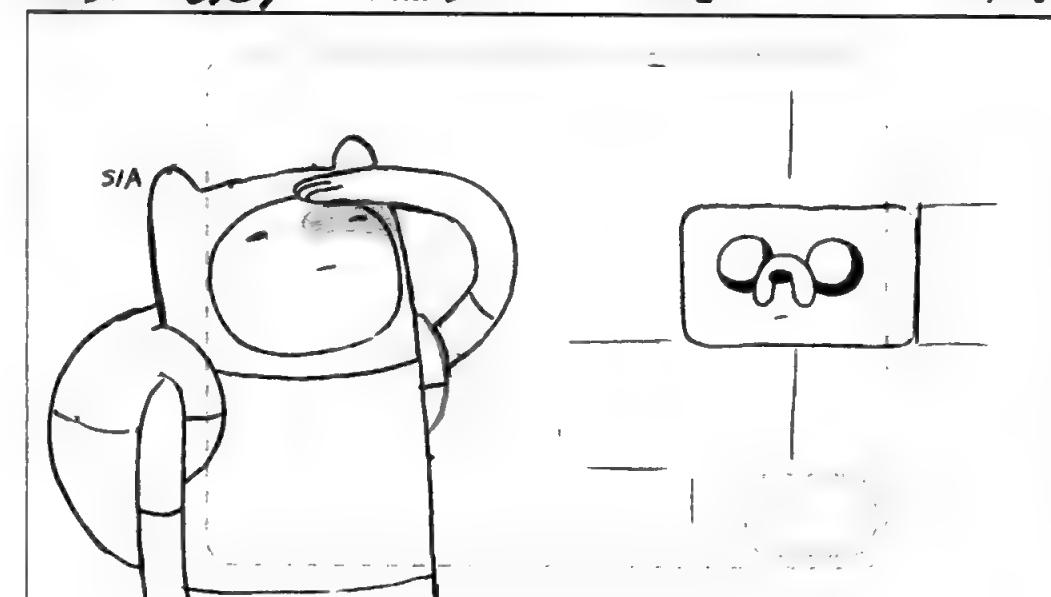


Sc. 30 *cont*

Pnl. B

Bg.

day night



Page 54

Dialog:

F/ I WILL.

Action:

- F LOOKS UP AT SUN

MAR 20 2014

Timing:

Production :

EPISODE# 1025-177

1025/177

1025/177

# ADVENTURE TIME



Page 55

Sc. 30 cont

Pnl. C

Bg.

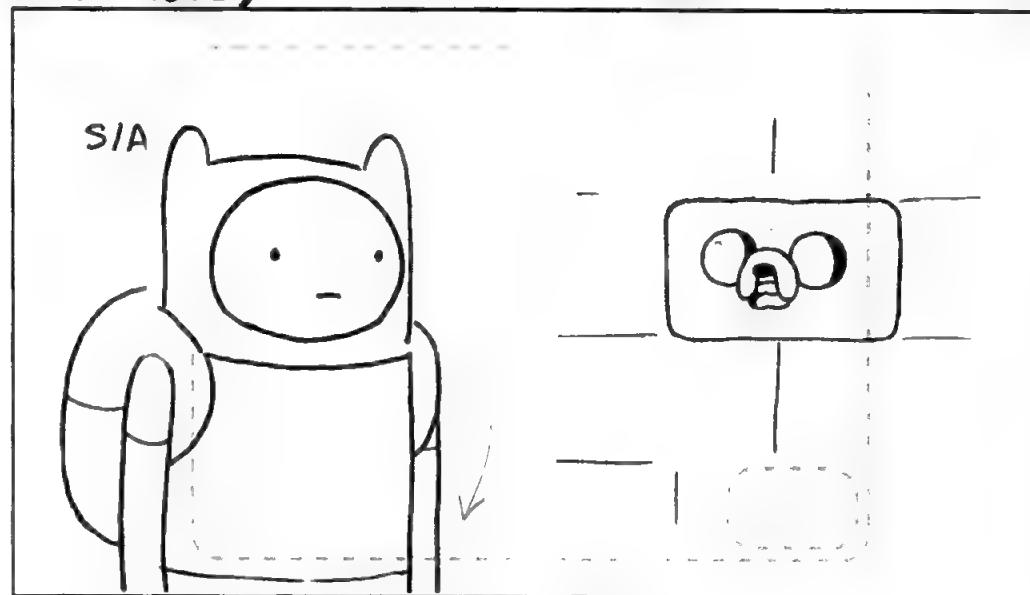
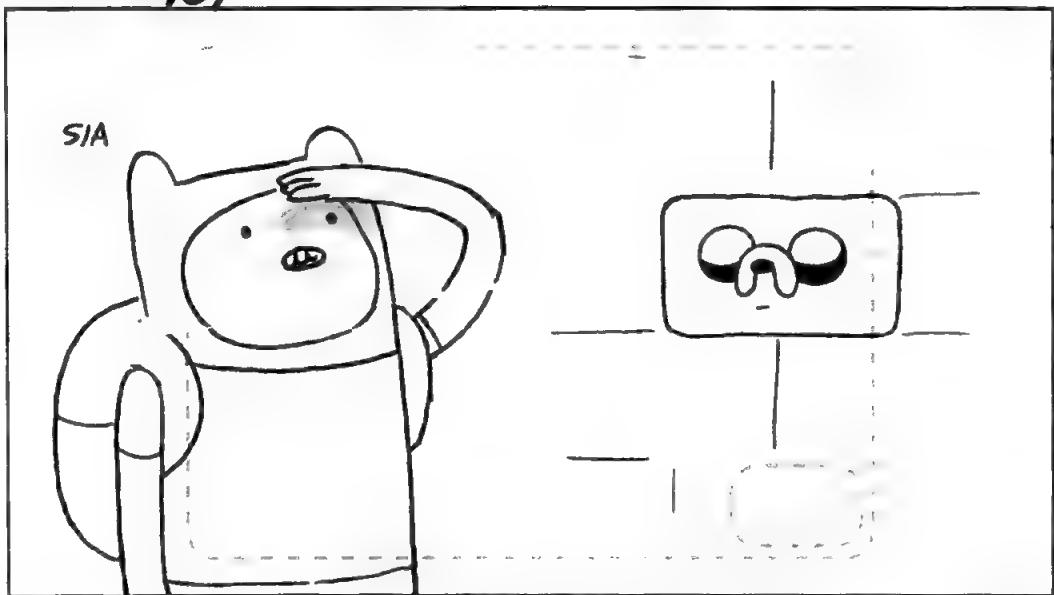
day night

Sc. 30 cont

Pnl. D

Bg.

day night



**Dialog:**

F / WELP, I GUESS I SHOULD HEAD BACK.

J / OH ... REALLY? SO SOON?

**Action:**

**Timing:**

MAR 20 2014

Production :

1025/177

# ADVENTURE TIME

1025/177

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Sc. 30 cont

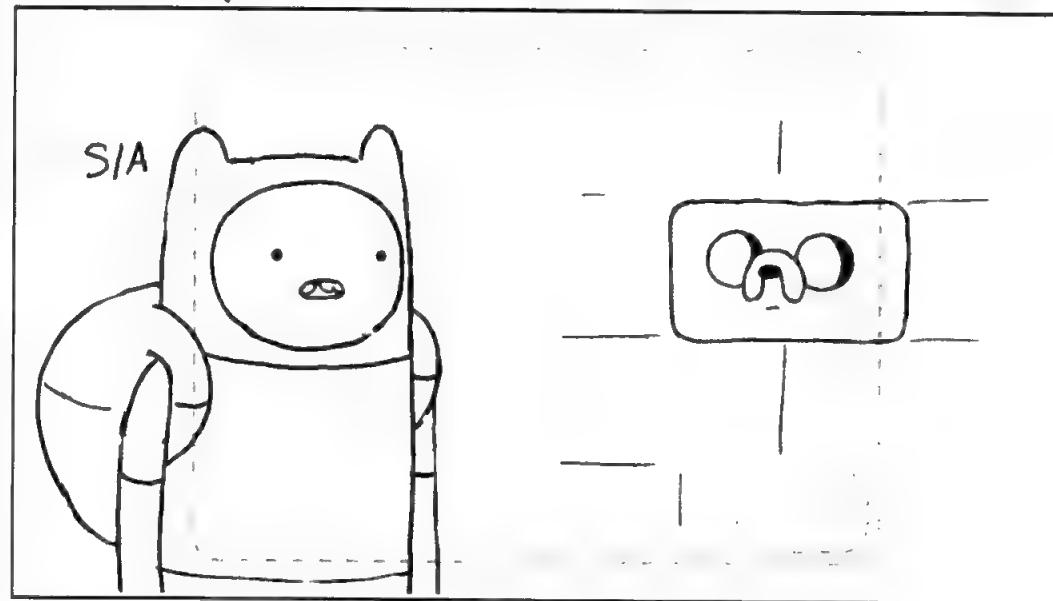
Pnl.

E

Bg.



day night



Sc. 30 cont

Pnl.

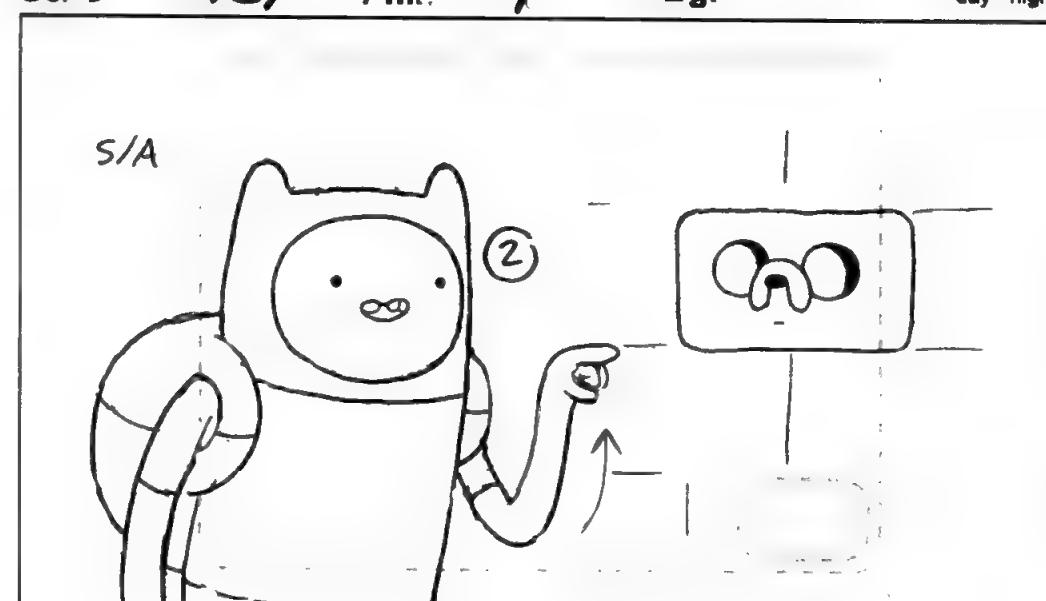
F

Bg.

Page 56

day night

H/W  
Art



## Dialog:

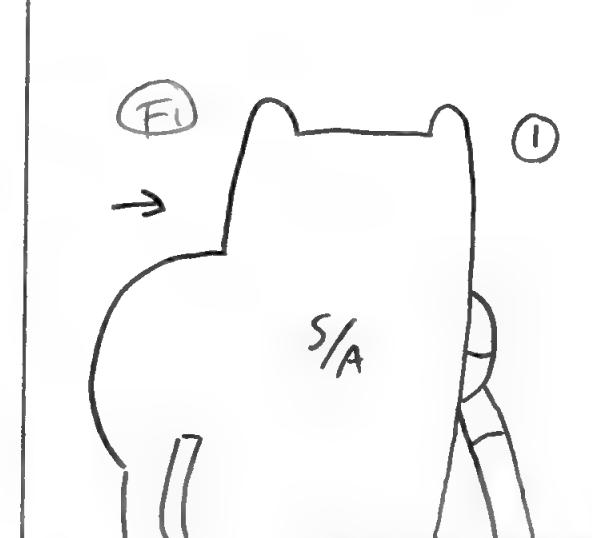
F/ YEAH, WELL, IT TOOK ME LIKE  
HALF THE DAY TO GET HERE.

① ②  
F/ BESIDES, YOU'RE JUST A  
BRICK, RIGHT?

## Action:

MAR 20 2014

## Timing:



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EPISODE # 1025-177

1025/177

1025/177

FC Cut

# ADVENTURE TIME

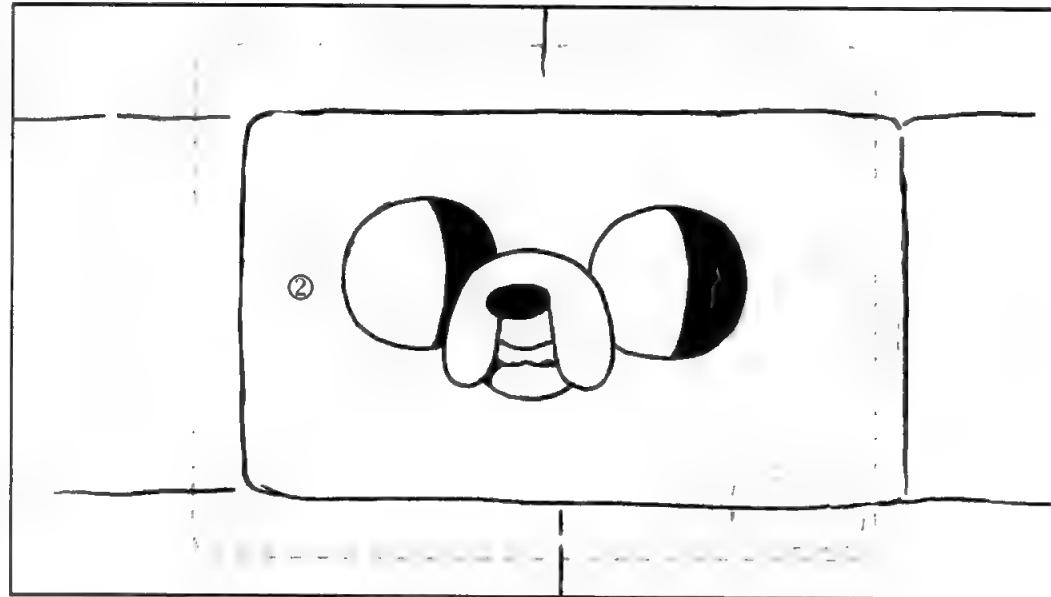
Sc. 31

Pnl. A

Bg.



day night



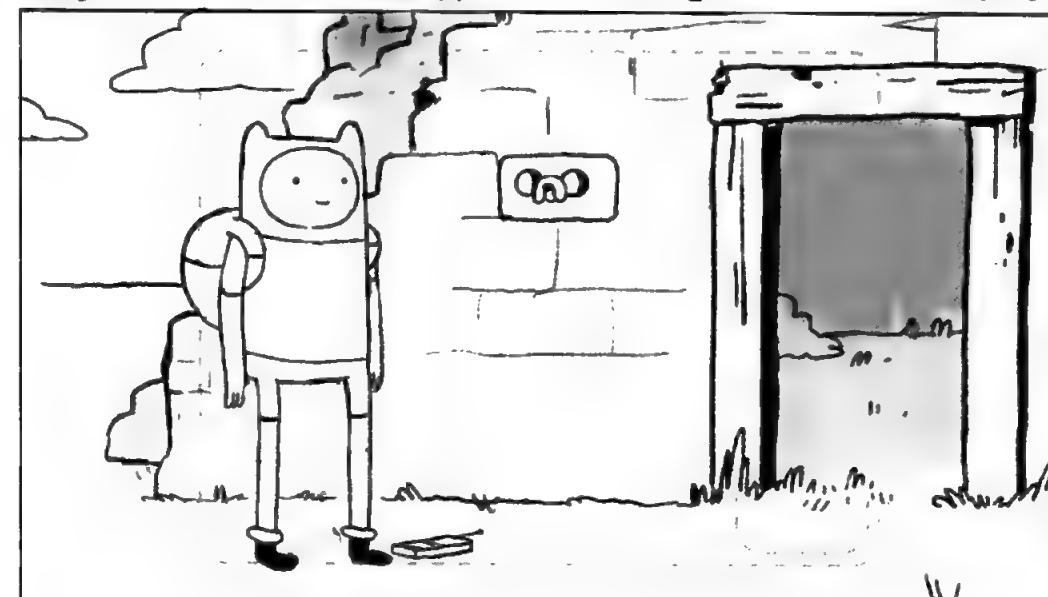
Sc. 32

Pnl. A

Bg.

day night

Page 57



Dialog:

J / HA HA HA HA HA ... YEAH

Action:

(A)

Timing:

①

MAR 20 2014

Production :

1025/177

1025/177

# ADVENTURE TIME

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Sc. 32 cont

Pnl. B

Bg.



day night

Sc. 32 cont

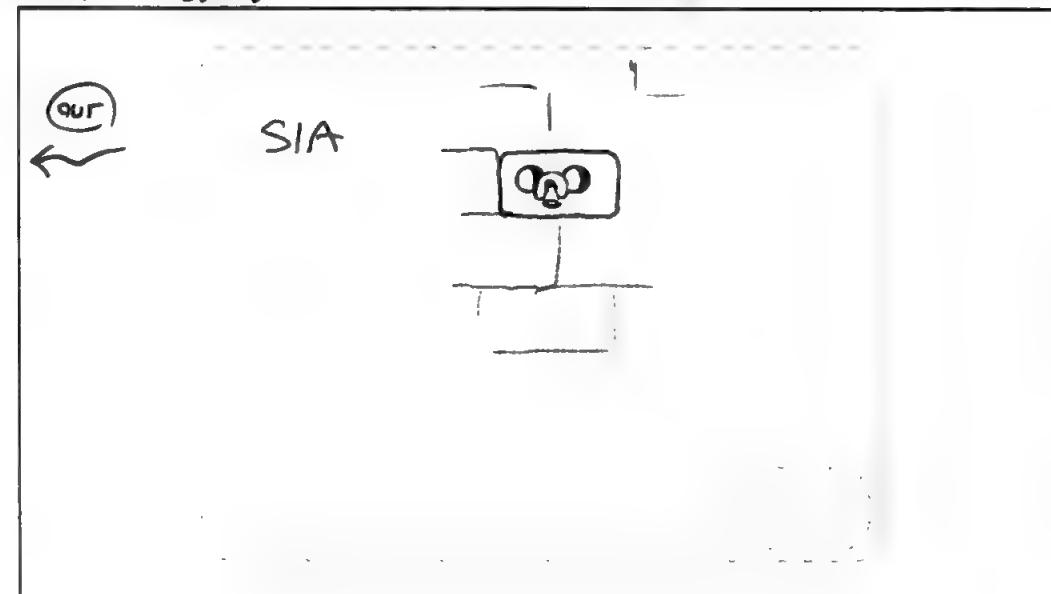
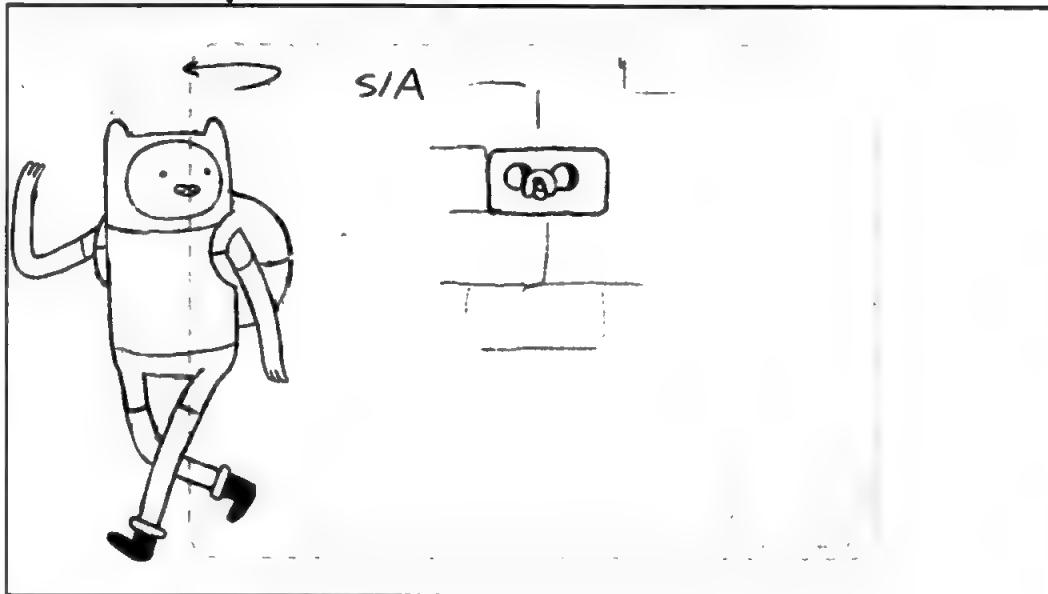
Pnl. C

Bg.

Page 58

day night

HU  
Cut



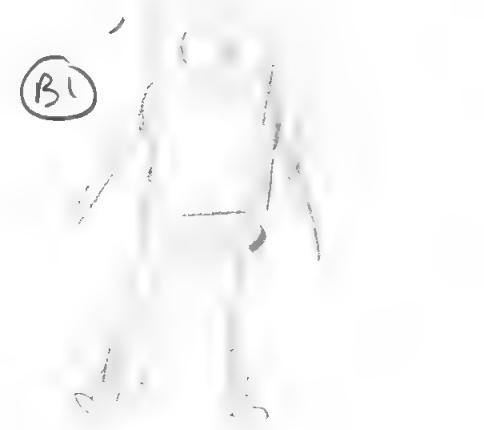
Dialog:

F/ ALL RIGHT, SEE YA JAKE!

J. BYE!

Action:

-F. TURNS AND WALKS OFF/S



Timing:

MAR 20 2014

Production:

1025/177

1025/177

# ADVENTURE TIME

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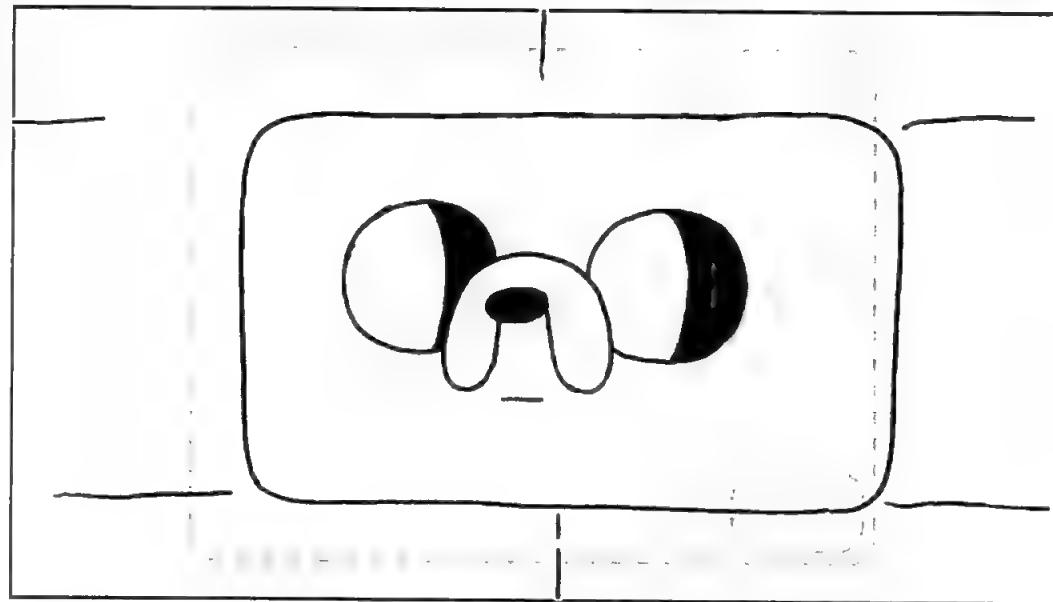
1025

Sc. 33

Pnl. A

Bg.

day night

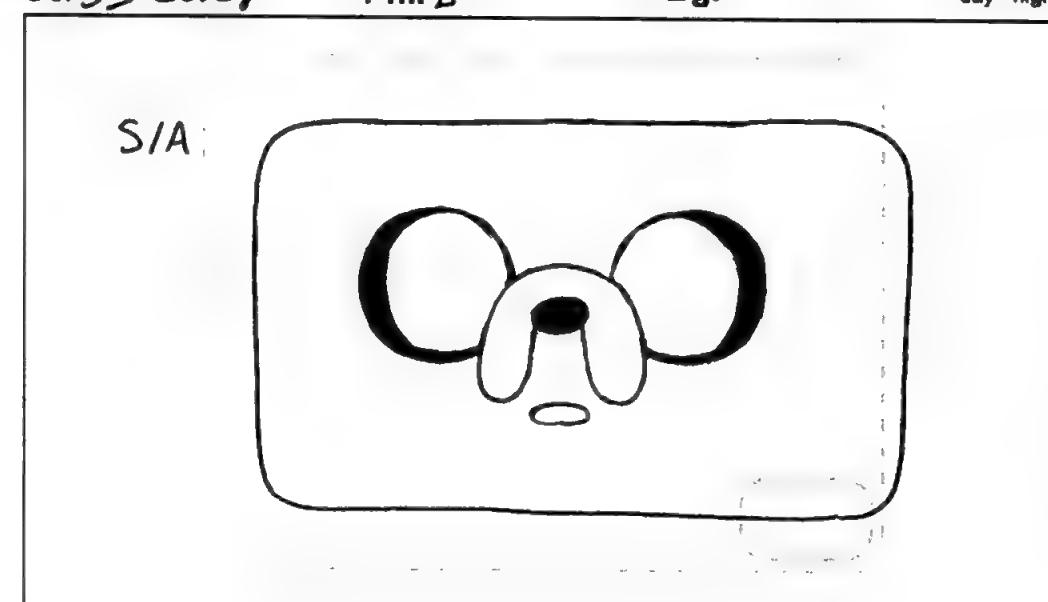


Sc. 33 cont

Pnl. B

Bg.

day night



Dialog:

J/ OKAY, BACK TO BEING A BRICK.

Action:

MAR 20 2014

Timing:

Production:

1025V JTT

EPISODE # 1025-177

1025/177

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# ADVENTURE TIME

1025/177

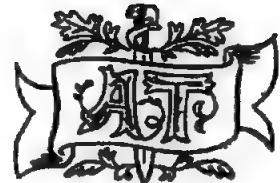
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Sc. 33 *cont*

Pnl.

C

Bg.



day night

Sc. 33 *cont*

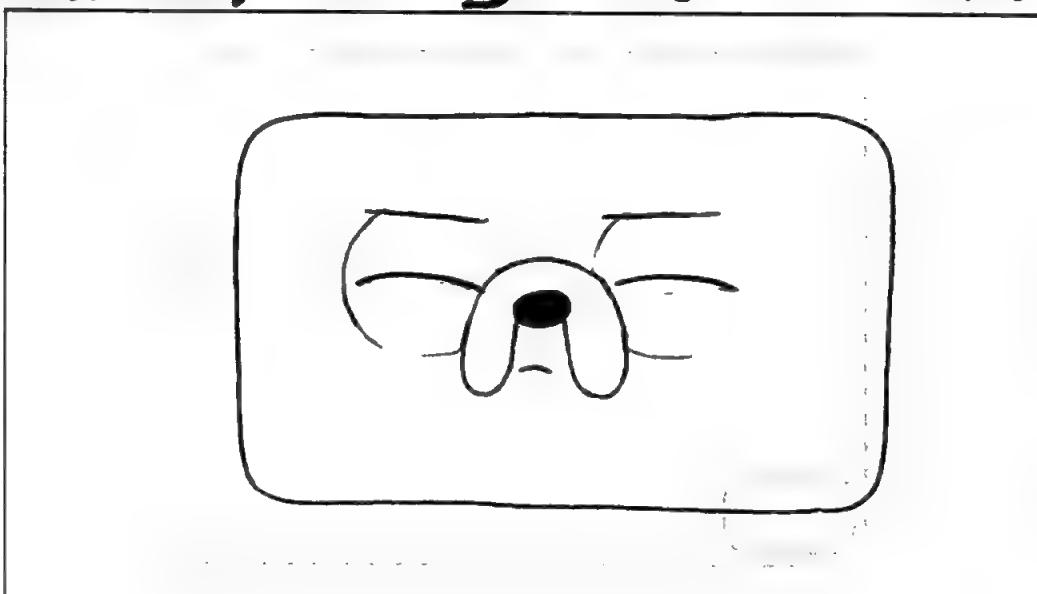
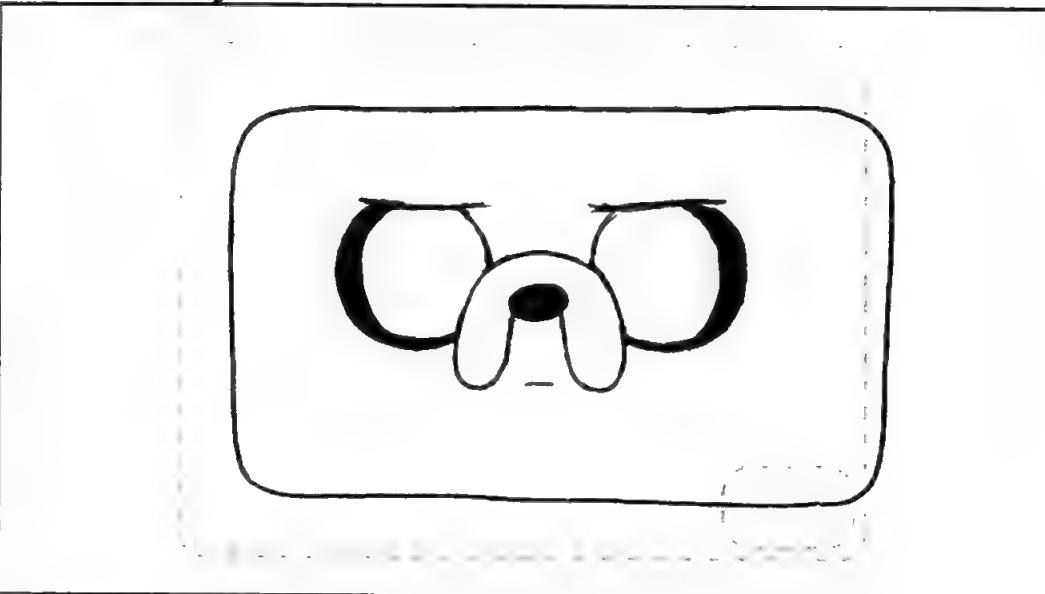
Pnl.

D

Bg.

Page 60

day night



Dialog:

Action:

-J. FURROWS HIS BROW

-J. CLOSES HIS EYES.

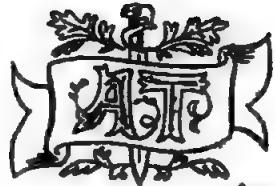
MAR 20 2014

Timing:

Production :

1025/177

# ADVENTURE TIME



Sc. 33 *CONT*

Pnl.

E

Bg.

day night

Sc. 33 *CONT*

Pnl.

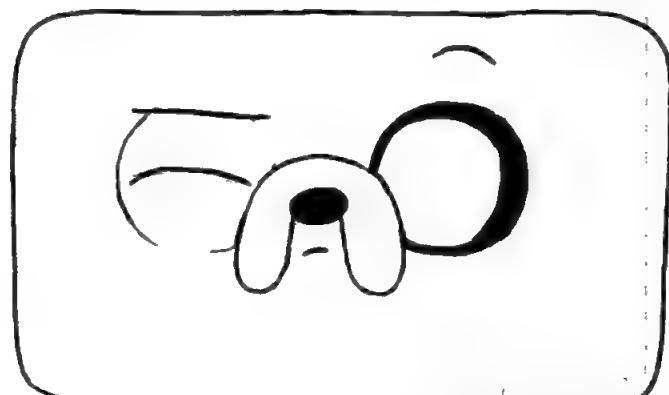
F

Bg.

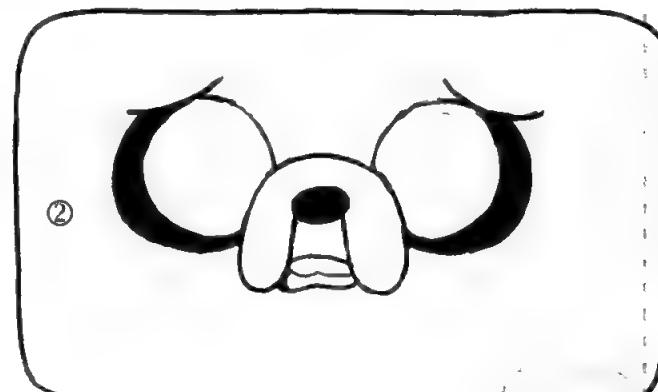
Page 61

day night

S/A



S/A



Dialog:

J/ I'M SO BORED

Action:

-J. OPENS ONE EYE

(F1)

MAR 20 2014

Timing:



Production:

1025/177

1025/177

# ADVENTURE TIME



Page 62

Sc. 33 *CONT*

Pnl. G

Bg.

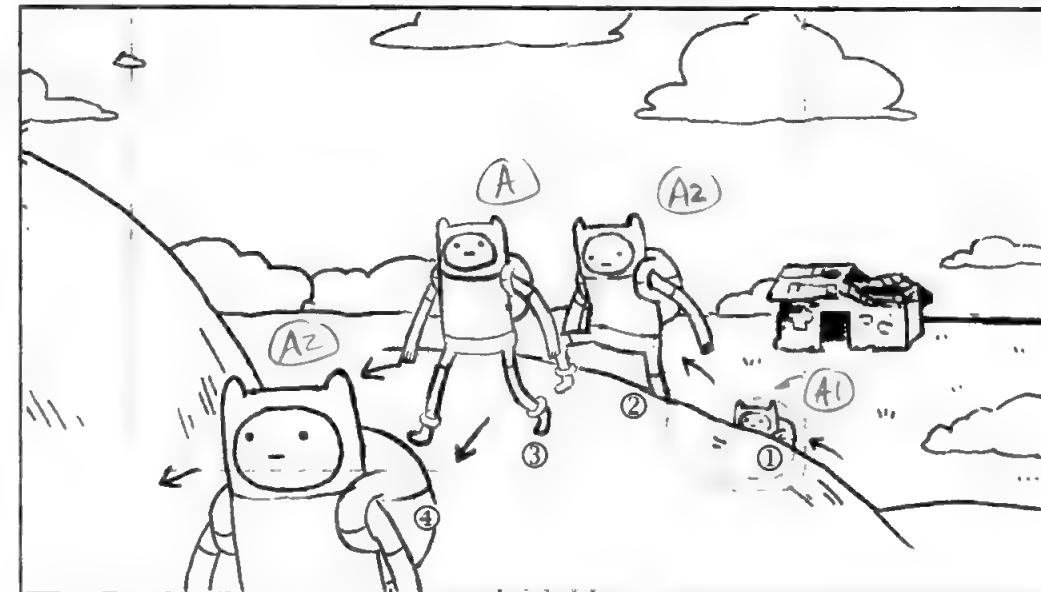
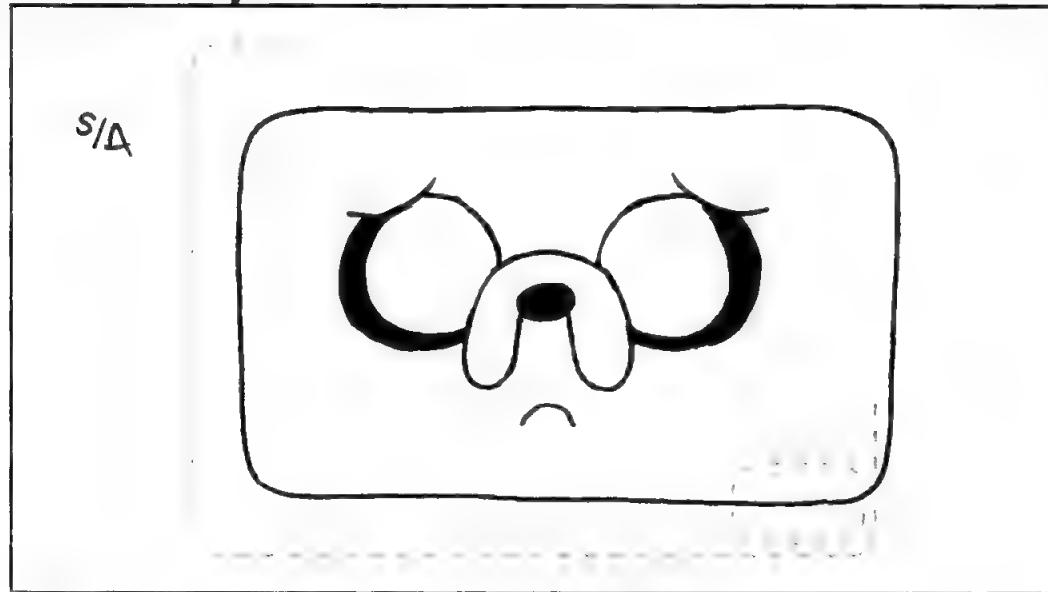
day night

Sc. 34

Pnl. A

Bg.

day night



Dialog:

SFX: (SAD MUSIC)

Action:

- FINN WALKS OVER HILL AND OFF'S

Timing:

MAR 20 2014

Production:

1025/177

# ADVENTURE TIME

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Sc. 34 *CONT*

Pnl. B

Bg.



day night

Sc. 35

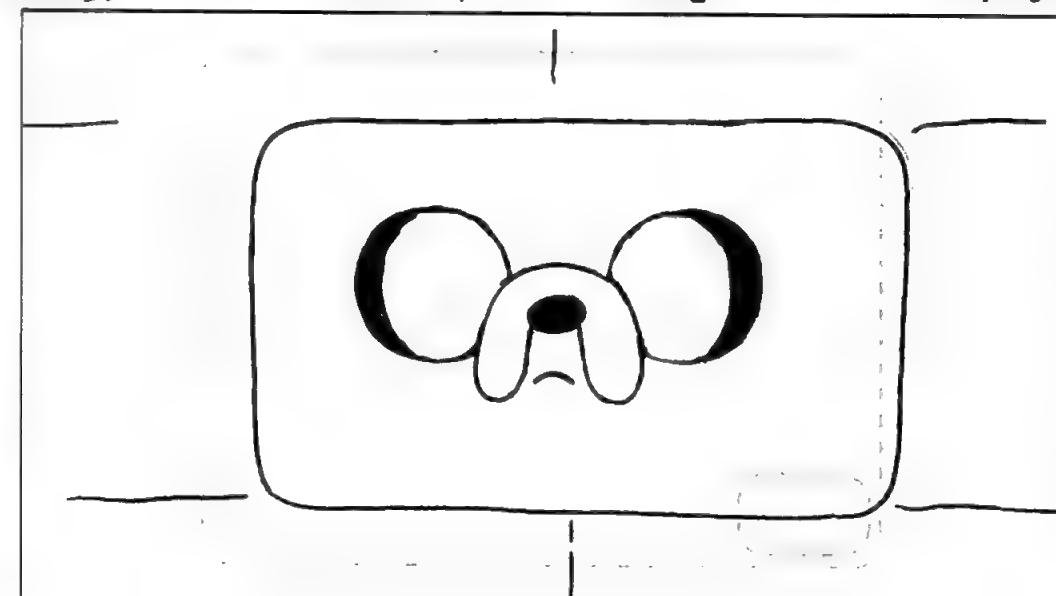
*Hu Cut*

Pnl. A

Bg.

Page 63

day night



Dialog:

Action:

— TIME LAPSE TO DUSK

DUSK COLOURS

MAR 20 2014

Timing:

Production :

1025/177

1025/177

EPISODE # 1025-177

1025/177

# ADVENTURE TIME



Page 64

Sc. 35 CONT

Pnl. B

Bg.

day night

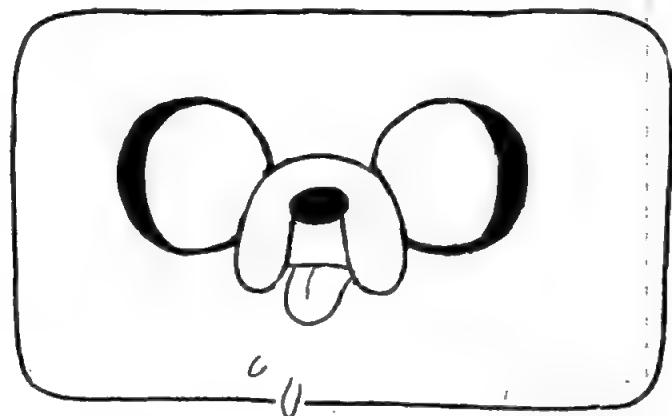
Sc. 35 CONT

Pnl. C

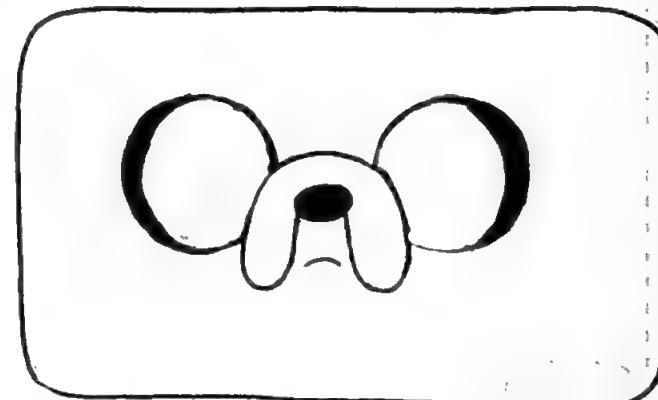
Bg.

day night

S/A



S/A



Dialog:

J / THBBBBTTT!

Action:

MAR 20 2014

Timing:

Production:

1025/177

1025/177

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# ADVENTURE TIME



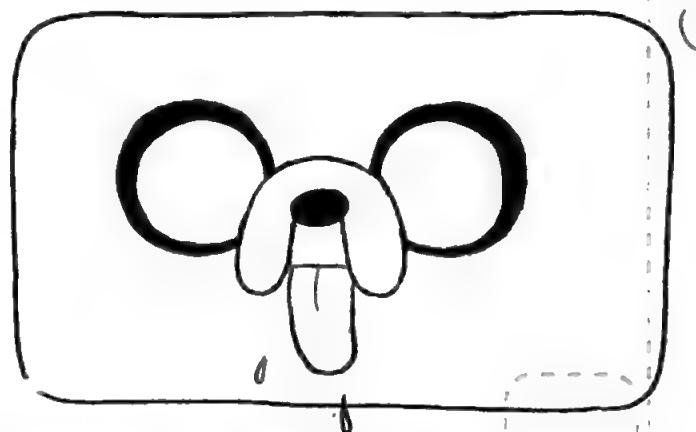
Sc. 35 cont Pnl D Bg.

day night Sc.

Pnl. Bg.

Page 65  
NO PGS 66-71  
day night

S/A



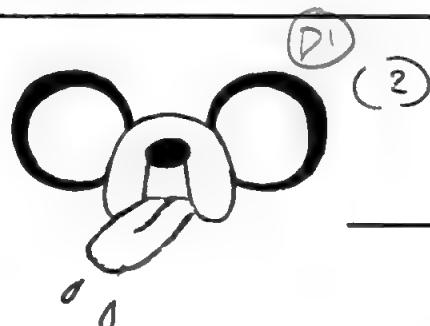
EPISODE# 1025-177

1025/177

1025/177

Dialog:

J: THBBBT



Action:

- J. RASPBERRIES  
HARDER.

MAR 20 2014

Timing:

Production:

1025/177

1025/177

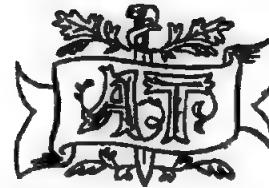
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# ADVENTURE TIME

Sc. 35 *CONT*

Pnl. E

Bg.



day night

Sc. 35 *CONT*

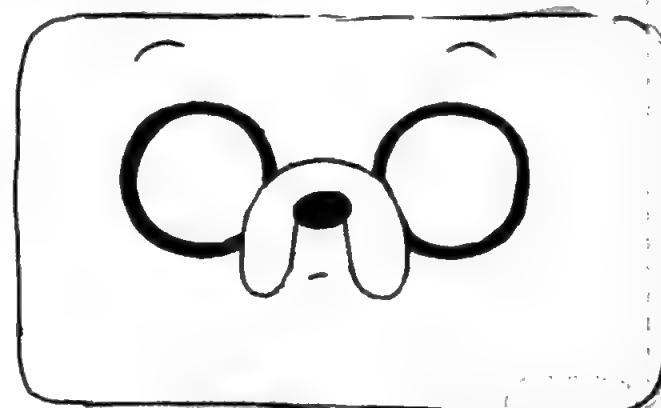
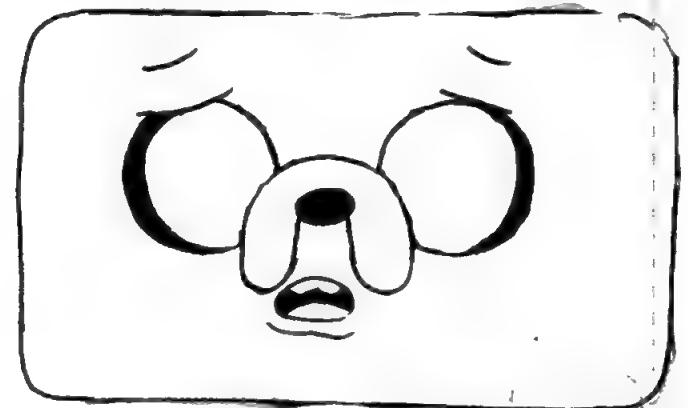
Pnl. F

Bg.

Page 72

day night

SIA



Dialog:

J/ I'M STARTING TO GET A LITTLE TIPPY IN MY TEACUPS

SFX/ \* RUSTLE RUSTLE \*

Action:

MAR 20 2011

Timing:

Production:

1025/177

EPISODE # 1025-177

1025/177

# ADVENTURE TIME

1025/177

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Sc. 35 *CONT* Pnl. G

Bg.

day night

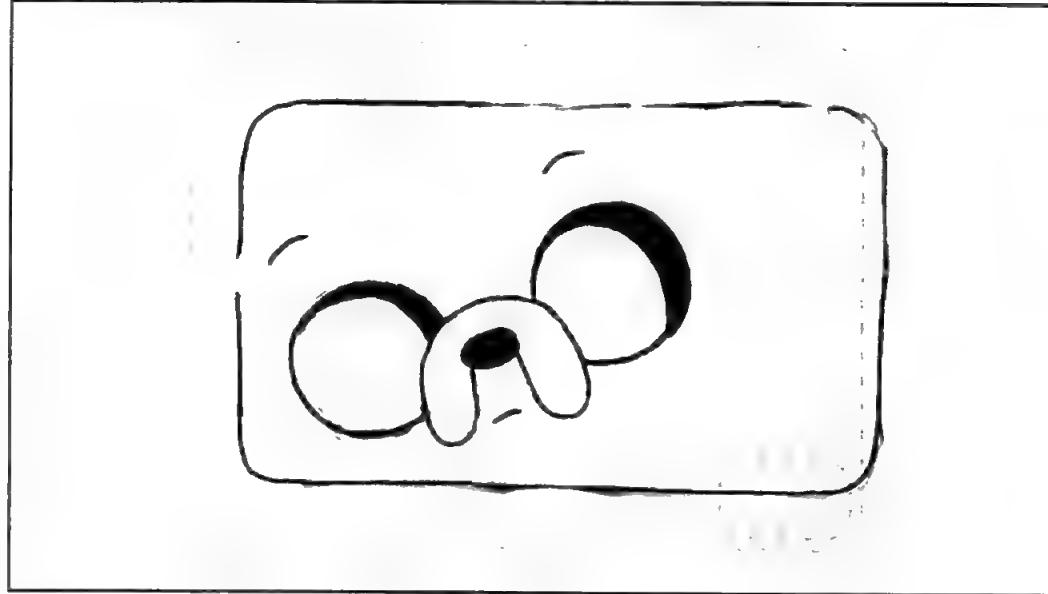
Sc. 36

Pnl. A

Bg.

day night

Page 73



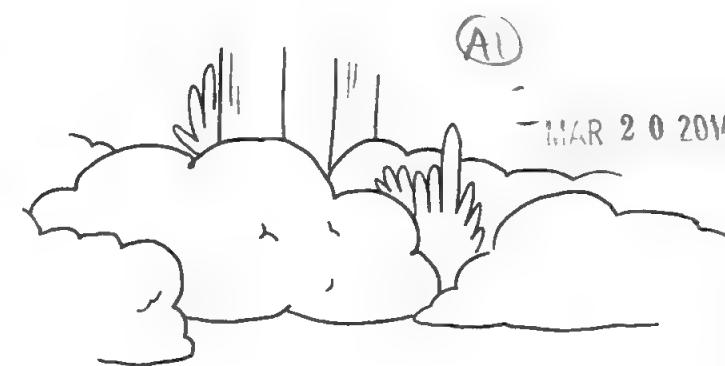
Dialog:

Action:

- J. LOOKS DOWN.

BUSH RUSTLING (A,B,A,B)

Timing:



Production:

EPISODE # 1025-177

1025/177

# ADVENTURE TIME



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Sc 36 cont

Pnl. B

Bg.

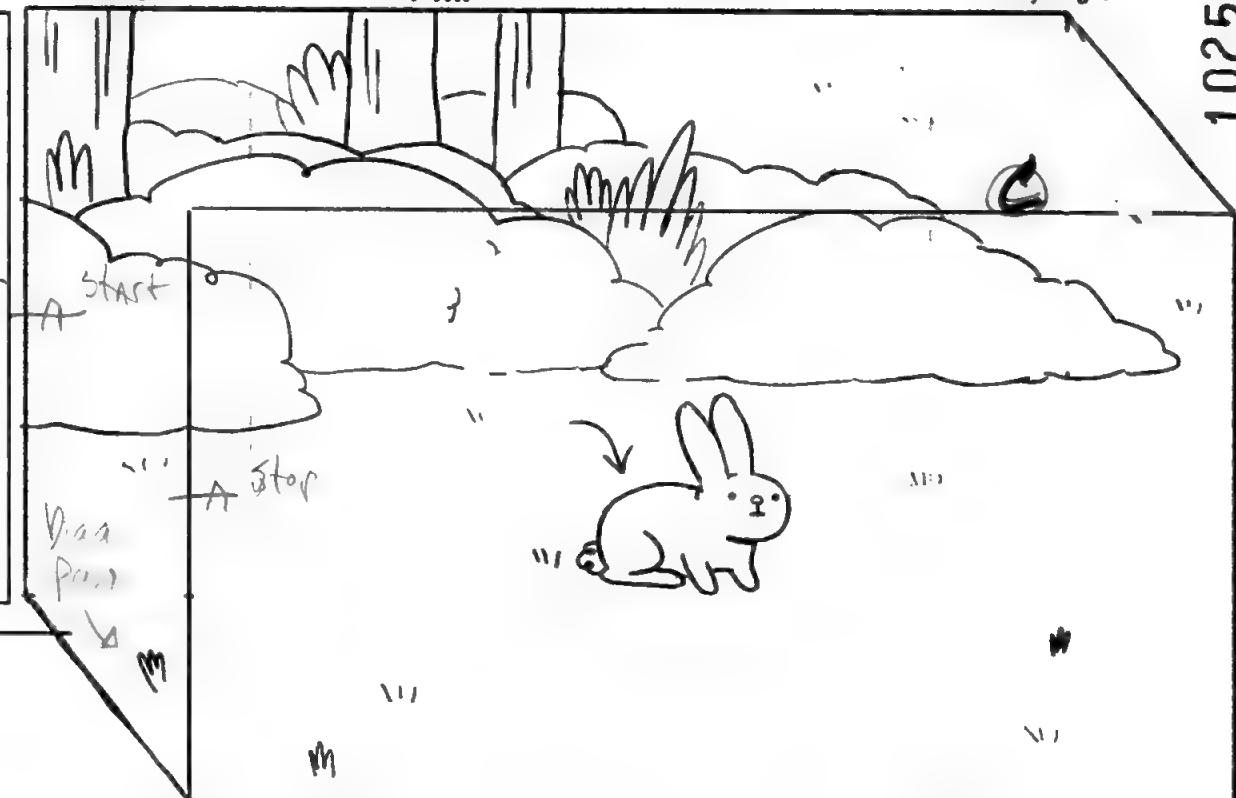
day night

Sc. 36

Page 74

day night

1025-177



## Dialog:

SFX: SKSH

## Action:

- BUNNY HOPS OUT OF BUSH

- ADD AS BUNNY LANDS

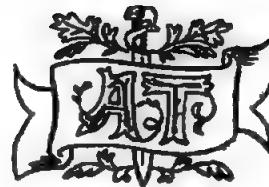
MAR 20 2014

## Timing:

Production:

1025/177

# ADVENTURE TIME



Page 75

day night

Sc. 36 *cont* Pnl. D

Bg.

day night

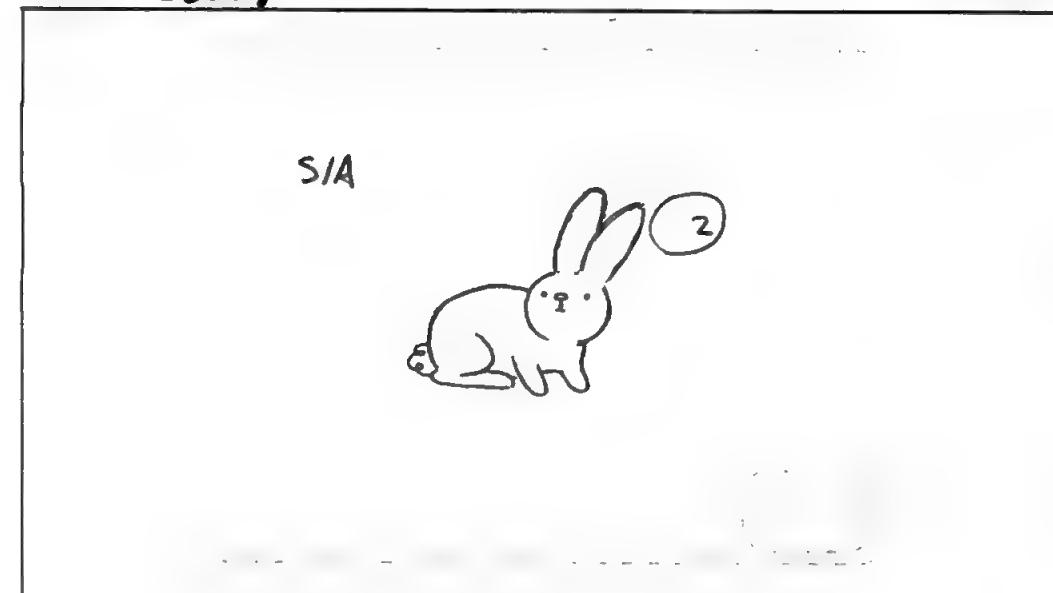
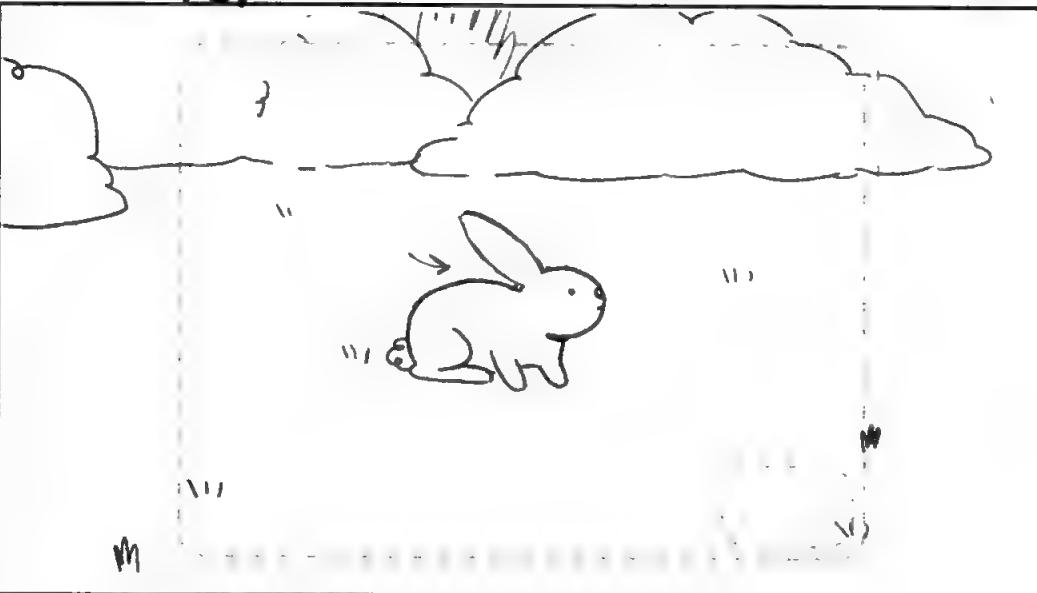
Sc. 36 *cont*

Pnl. E

Bg.

day night

Cut



Dialog:

Action:

- B. LOOKS AROUND.

Timing:

MAR 20 2014



Production :

EPISODE # 1025-177

1025/177

1025/177

# ADVENTURE TIME

Cut

1025/177

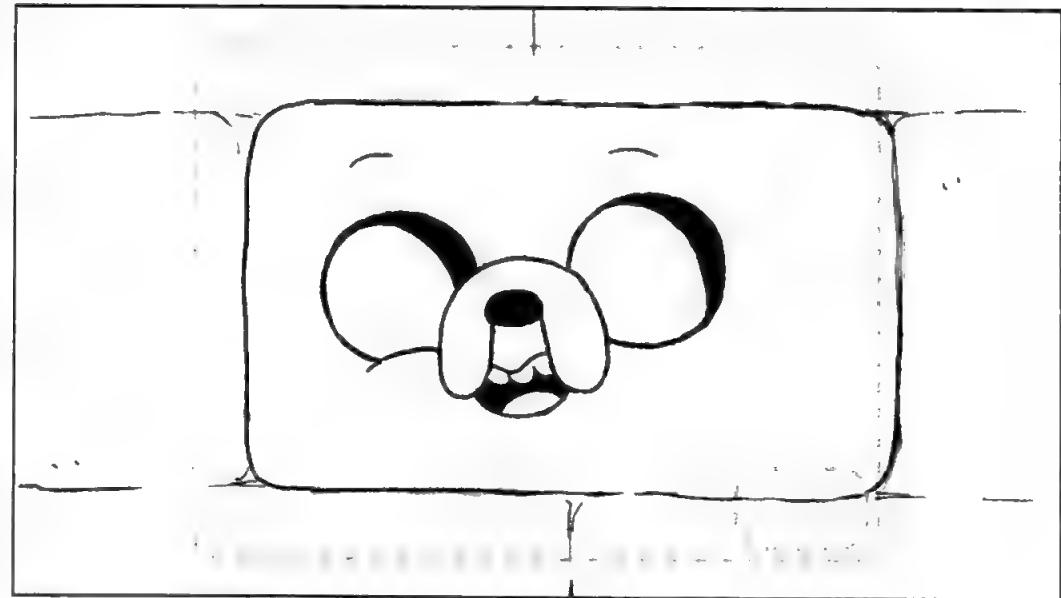
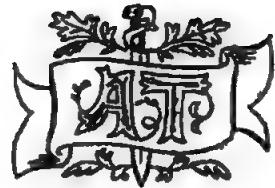
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Sc. 37

Pnl. A

Bg.

day night



Sc. 37 *CONT*

Pnl. B

Bg.

day night

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EPISODE # 1025-177

Cut

1025/177

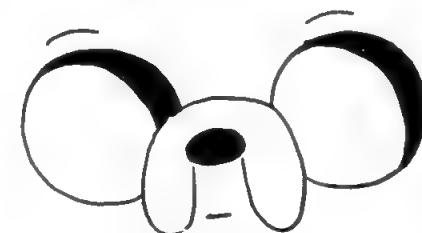
Dialog:

J/ (WHISPERED) A BUNNY!

Action:

2021A

Timing:



A1 SP

Production :

1025/177

1025/177

Cat

# ADVENTURE TIME



Page 77

Sc. 38

Pnl.

A

Bg.

day night

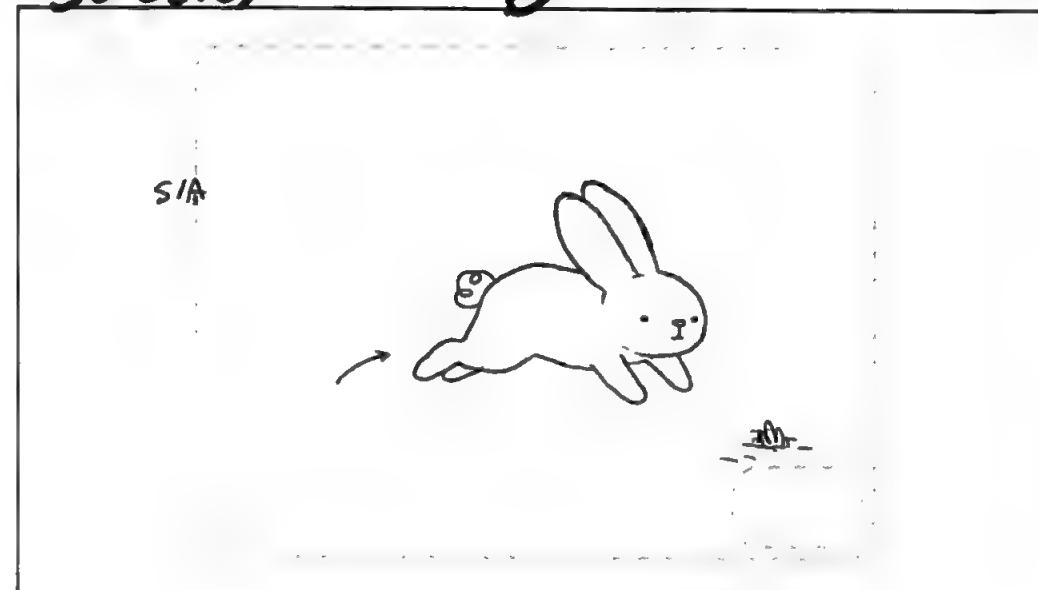
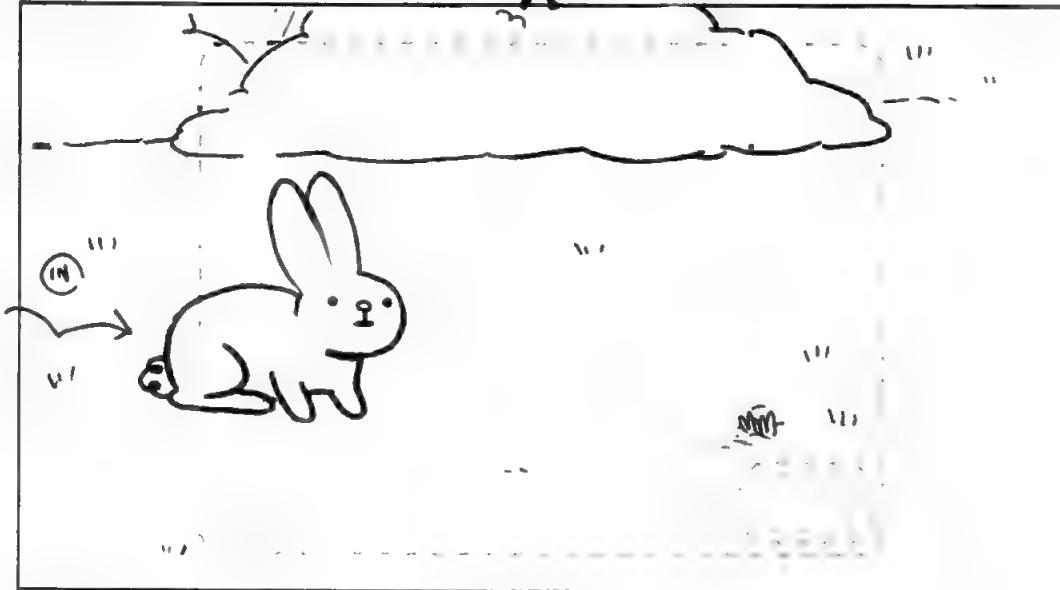
Sc. 38 cont

Pnl.

B

Bg.

day night



Dialog:

Action:

- BUNNY HOPS ON'S.

Timing:



BUNNY HOPS

MAR 20 2014

Production :

1025/177

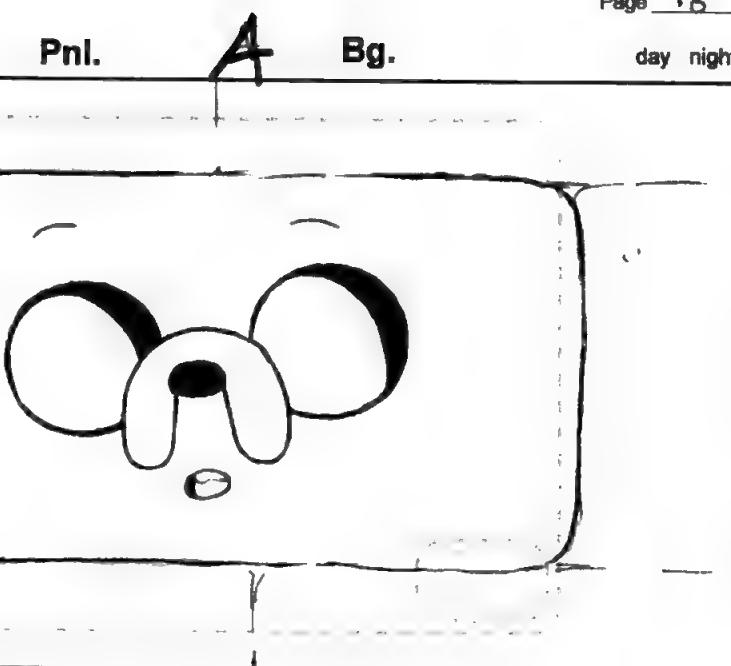
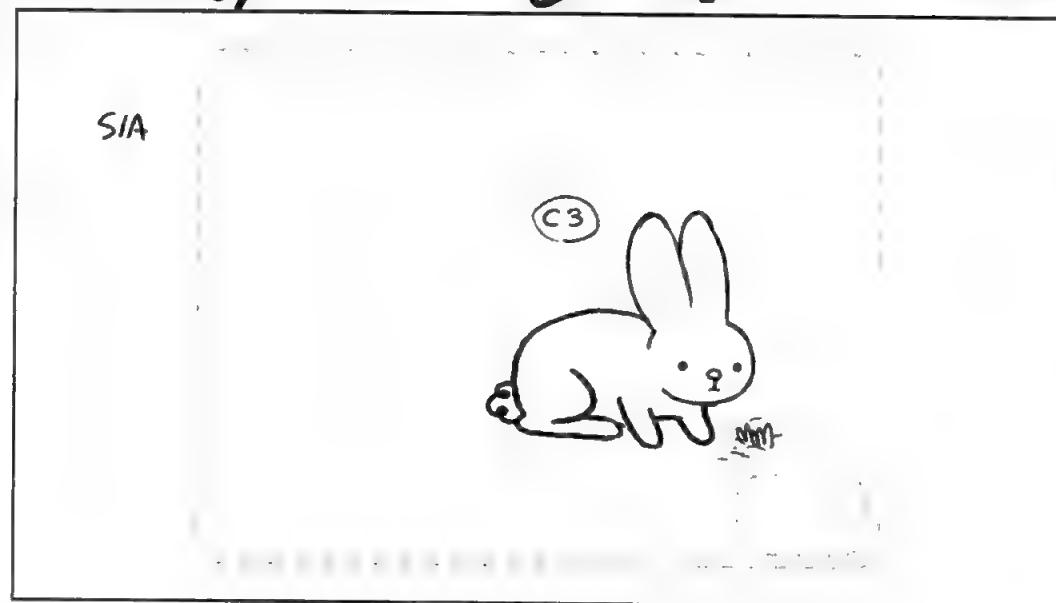
EPISODE # 1025-177

1025/177

# ADVENTURE TIME

1025/177

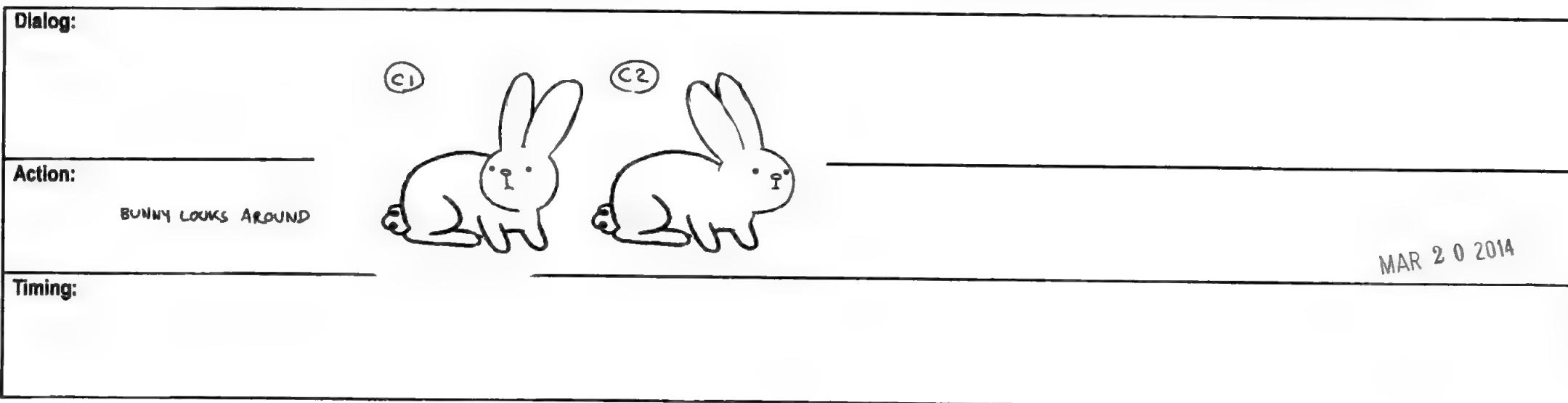
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*Cut*

EPISODE# 1025-177

1025/177



Production :

1025/177

# ADVENTURE TIME



Page 79

CUT  
Sc. 40

Pnl.

A

Bg.

day night

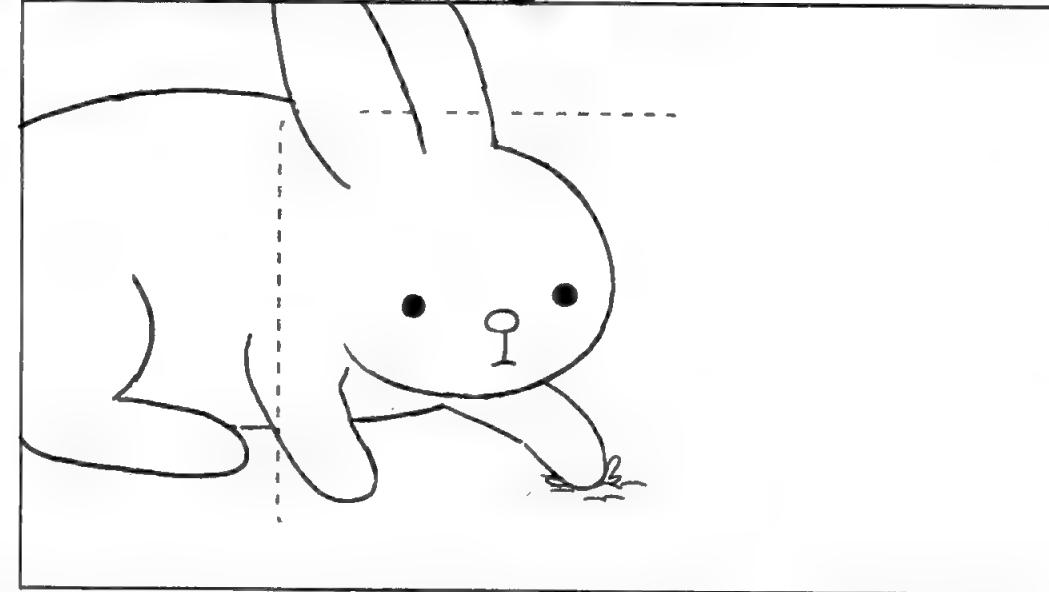
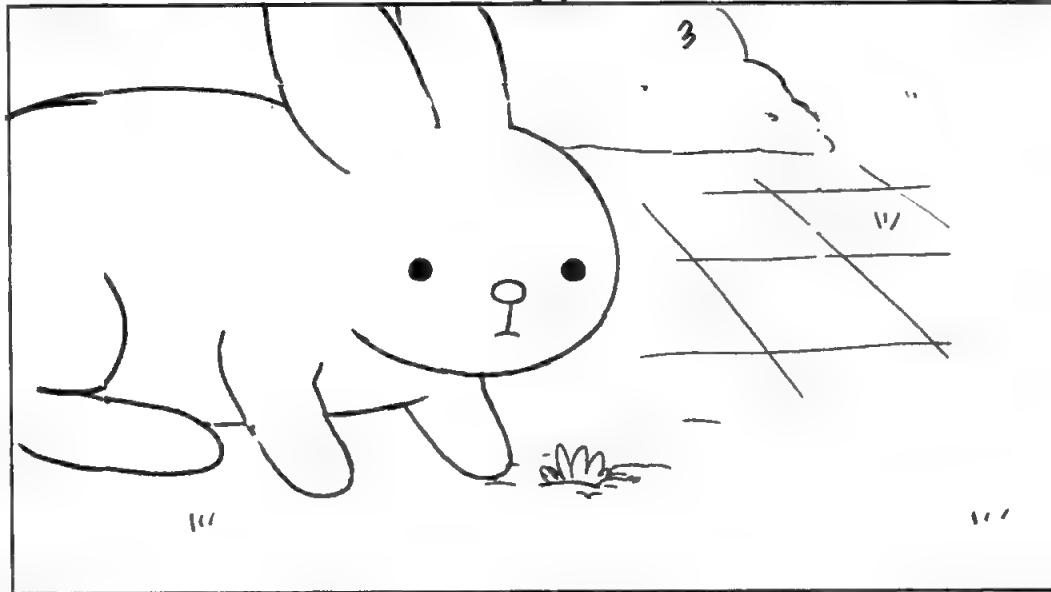
Sc. 40 cont

Pnl.

B

Bg.

day night



Dialog:

Action:

Timing:

— BUNNY PAWS GROUND  
(B-B1-B-B1)



MAR 20 2014

Production :

EPISODE # 1025-177

1025/177

1025/177

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# ADVENTURE TIME

Sc. 40 cont

Pnl.

C

Bg.



day night

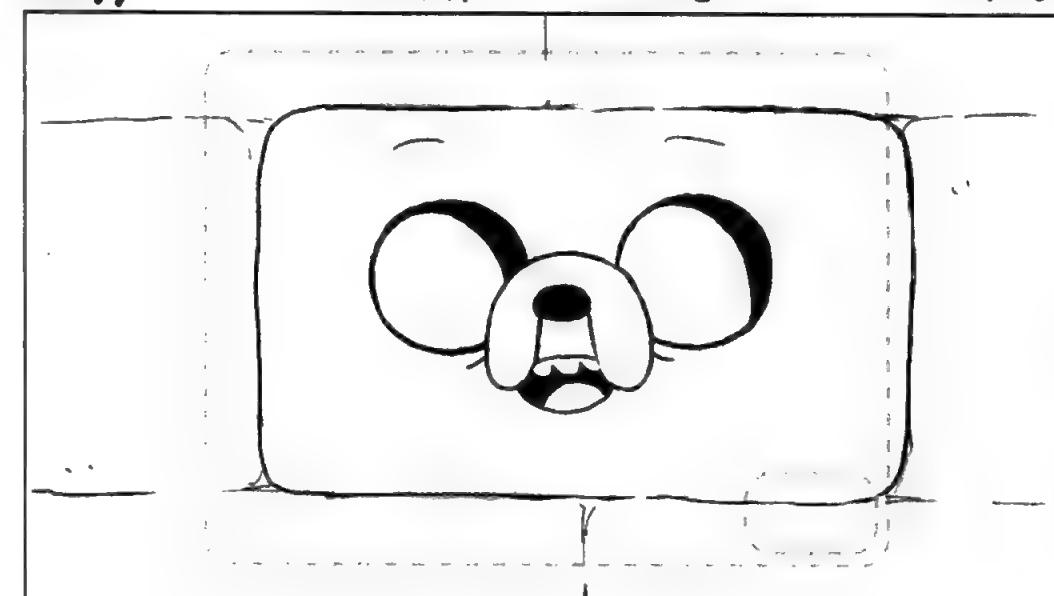
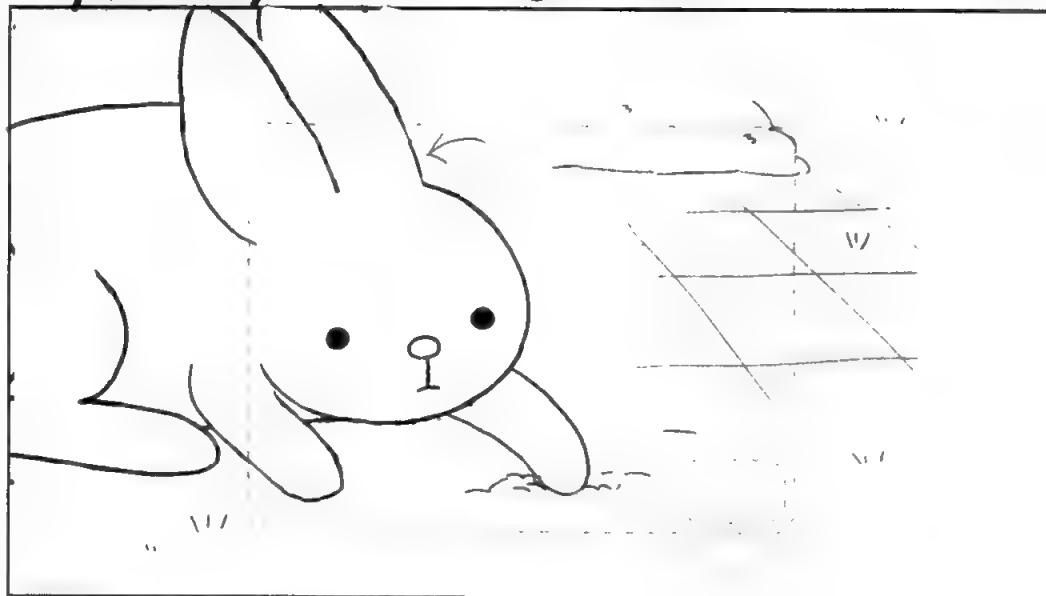
Sc. 41

Pnl. A

Bg.

Page 80

day night



Dialog:

SFX: PAW PAW

J/ LOOKS LIKE OUR LONG-EARED FRIEND IS ON TO SOMETHING.

Action:

-BUNNY  
PAWING



Timing:

MAR 20 2014

Production:

1025/177

1025/177

EPISODE: 1025-177

# ADVENTURE TIME

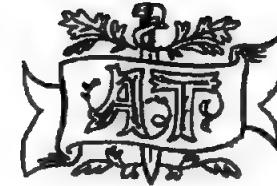
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Cut

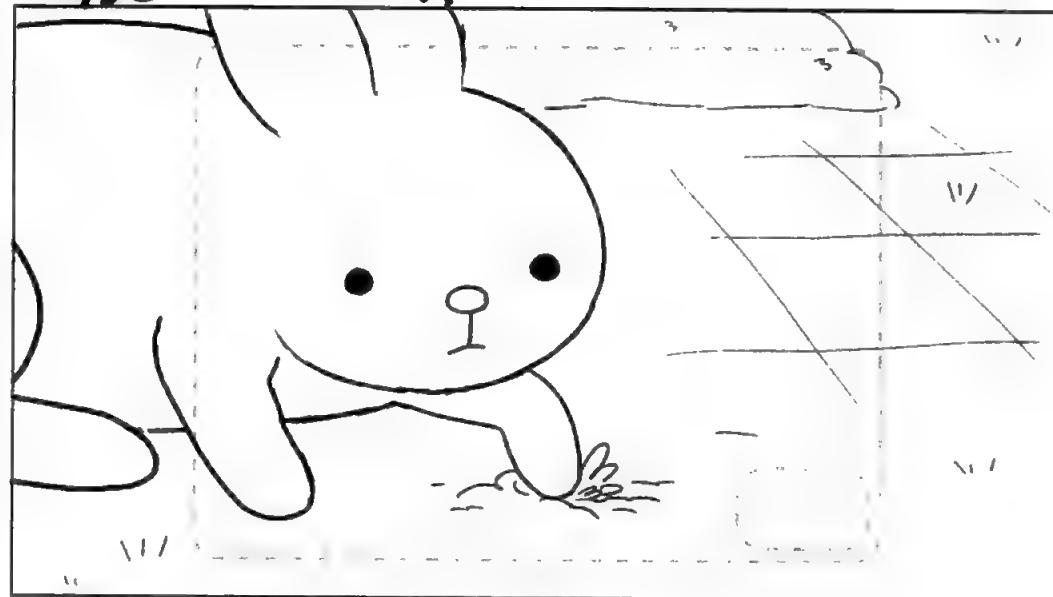
Sc. 42

Pnl. A

Bg.



day night



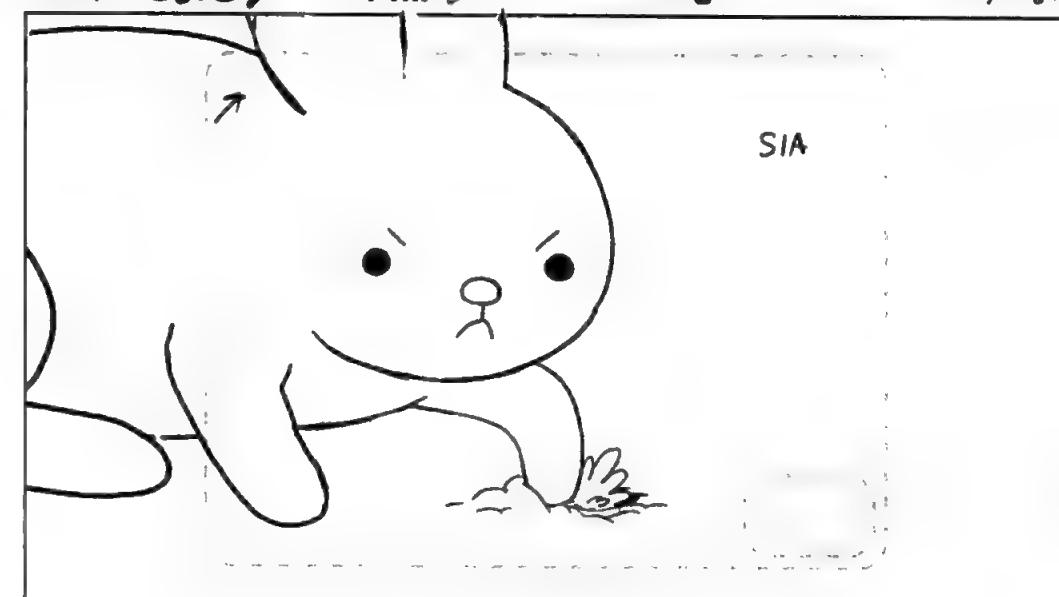
Sc. 42 cont

Pnl. B

Bg.

Page 81

day night



Dialog:

J/ (O/S) BUNNIES LOVE TO DIG...

(A1)

Action:

- PAW PAW



J/ (O/S) HE'S MAKING A SUPREME EFFORT  
AND I THINK I CAN GUESS WHY.

(B1)

- VIGOROUS PAWING (ABABAB)

MAR 20 2014

Timing:



Production:

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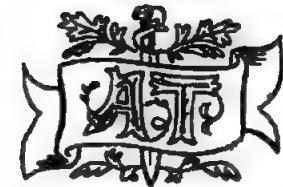
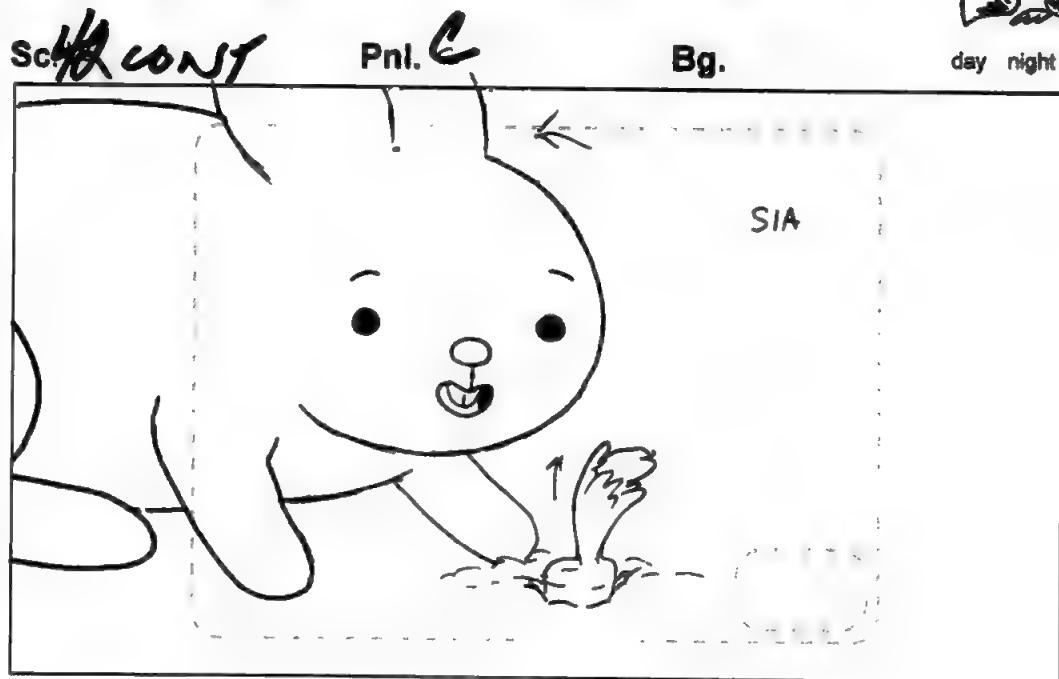
1025/177

1025/177

1025/177

# ADVENTURE TIME

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day night

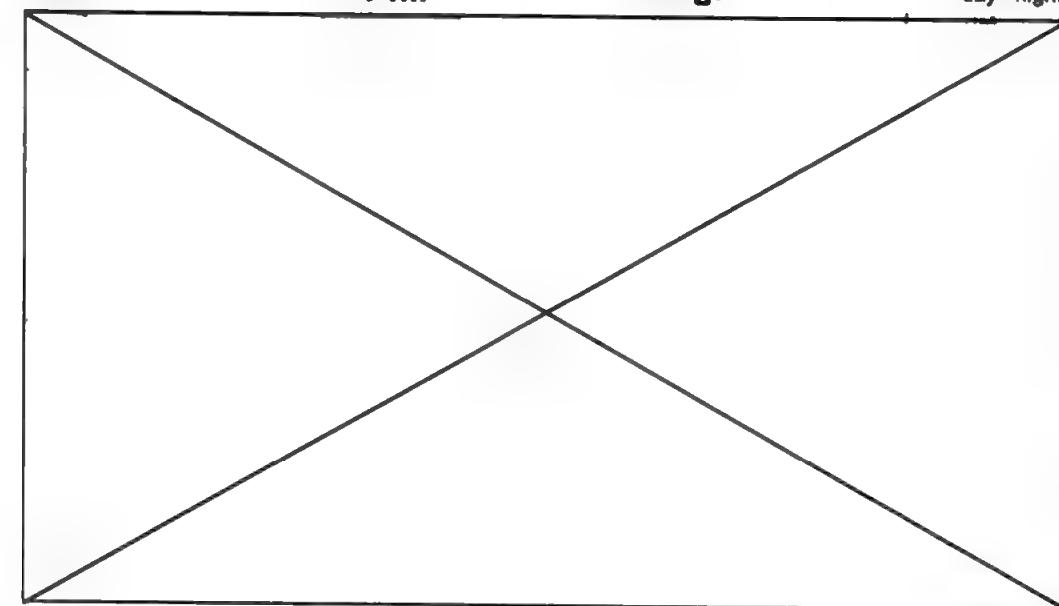
Sc.

Pnl.

Bg.

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day night



**Dialog:**

JJ (o/s) THAT'S RIGHT, A CARROT GROWING OUT HERE FREE AND WILD...

**Action:**

- CARROT IS REVEALED BY PAWING.

MAR 20 2014

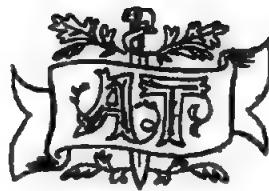
**Timing:**

Production :

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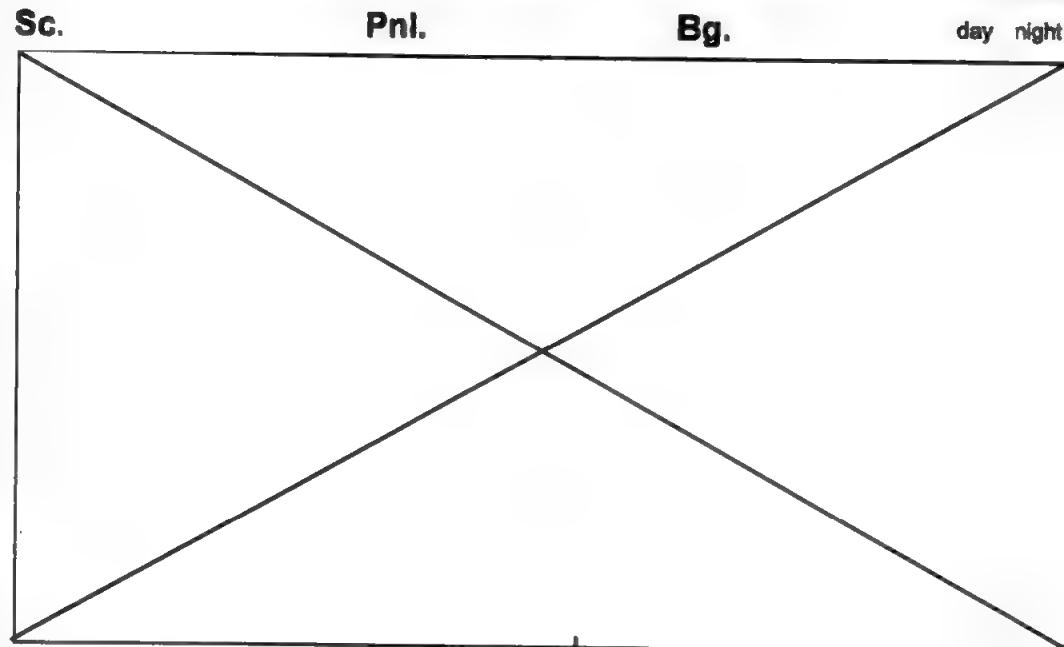
1025/177

# ADVENTURE TIME

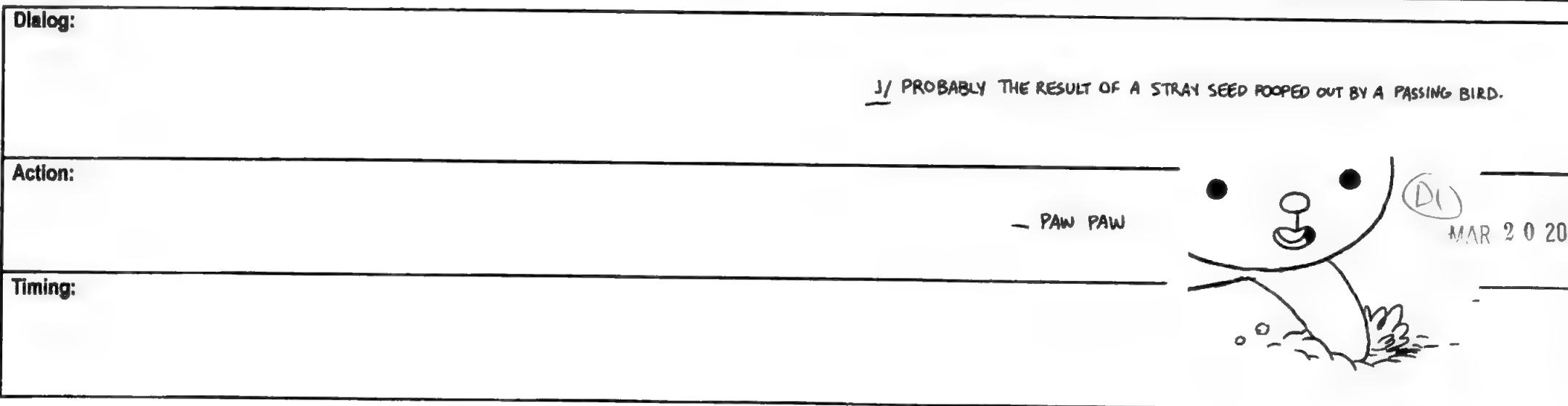
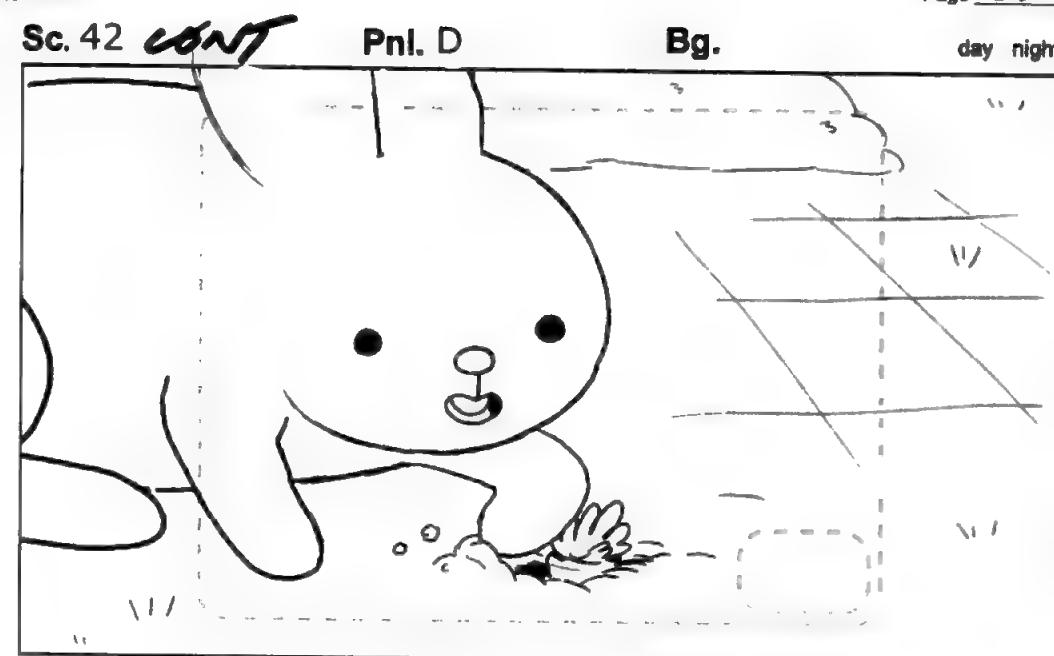


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Sc. 42 *cont*



Production:

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# ADVENTURE TIME

Sc. 42 CONT

**F**

Bg.

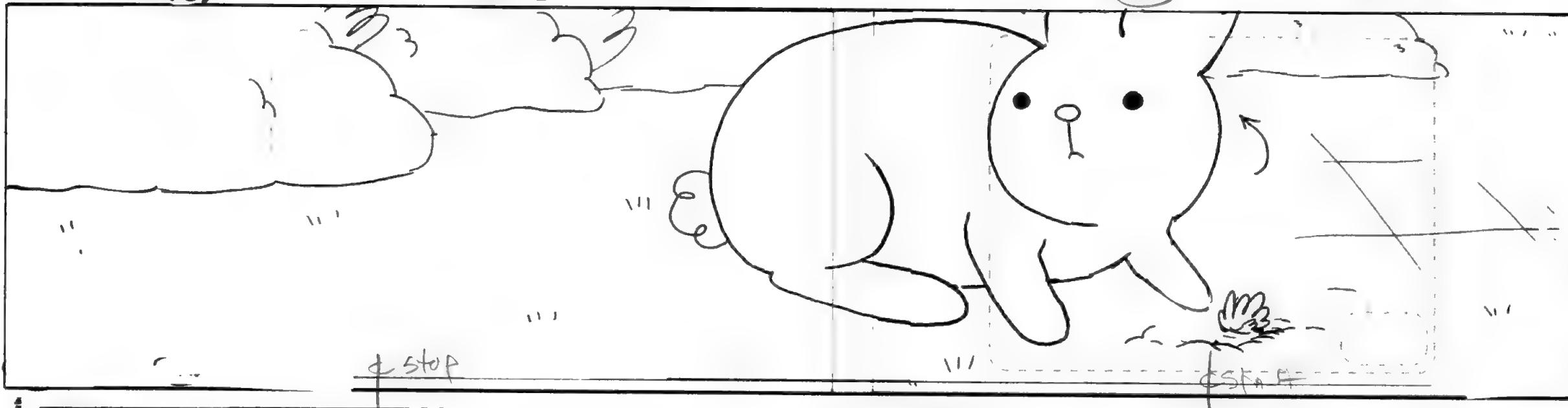


day night

NO SC'S  
43-45

Page 84  
NO PG 85

1025/177  
CJ



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Dialog:

SEK: \*SKSHH\*

J/ (O/S) WHAT'S THIS? A MYSTERIOUS RUSTLING IN THE BUSH...

SPX: [ BUSH SHAKING ]

Action:

- B. LOOKS UP
- PAN LEFT AS BUSH SHAKES

MAR 20 2014

Timing:

Production:

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1025/177

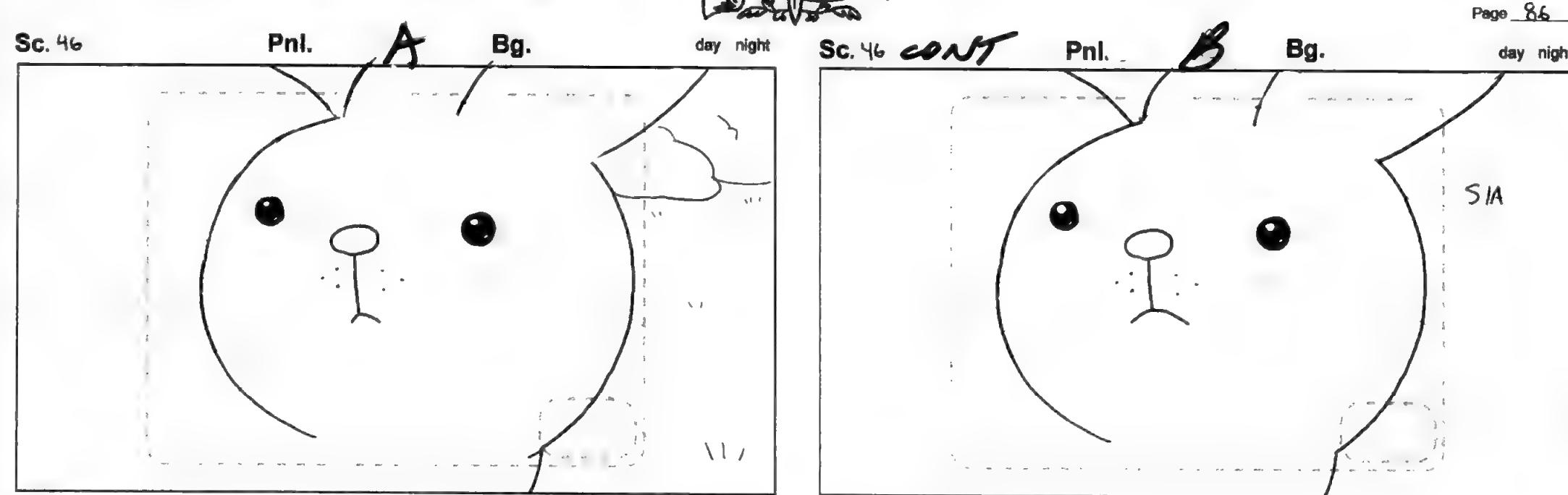
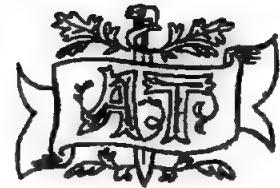
1025/177

1025/177

1025/177

1025/177  
Cut

# ADVENTURE TIME

**Dialog:**

J (o.s.)/ Could mean trouble. Mr. Bunny seems to think so.  
His sensitive whiskers quiver at the hint of imminent danger...

**Action:**

— WHISKERS TWITCH



MAR 20 2014

**Timing:**

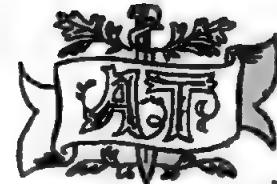
Production:

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1025/177

Cut

# ADVENTURE TIME



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Sc. 47

Pnl. A

Bg.

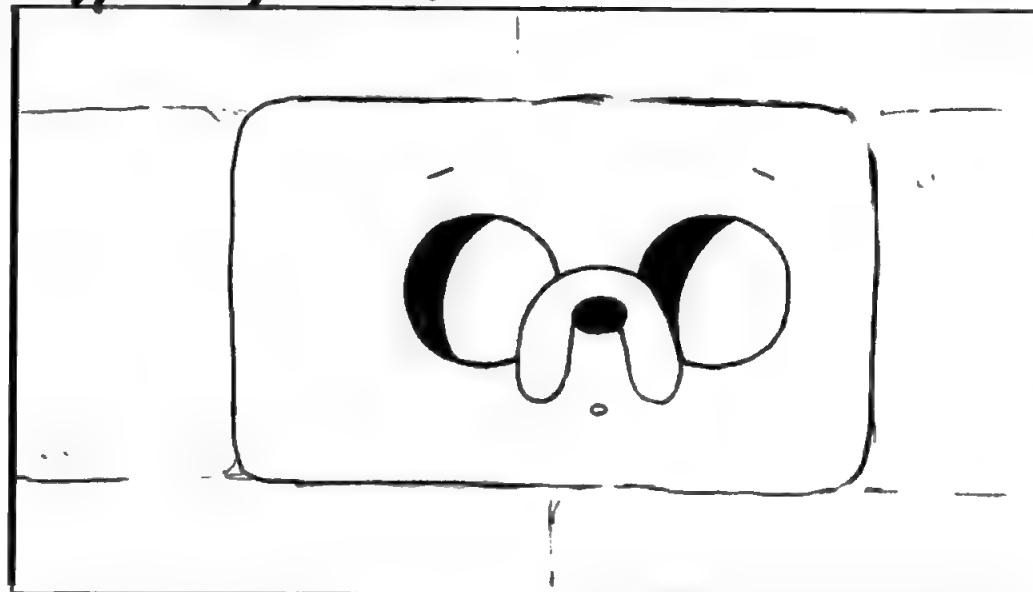
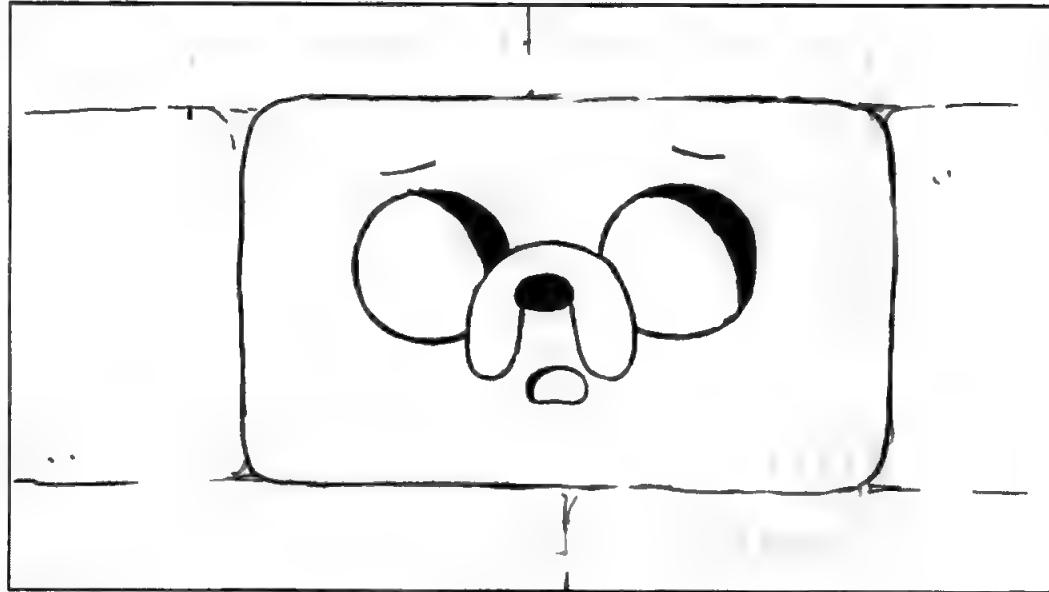
day night

Sc. 47 cont

Pnl. B

Bg.

day night



Dialog:

Action:

- J. TURNS.

MAR 20 2014

Timing:

Production :

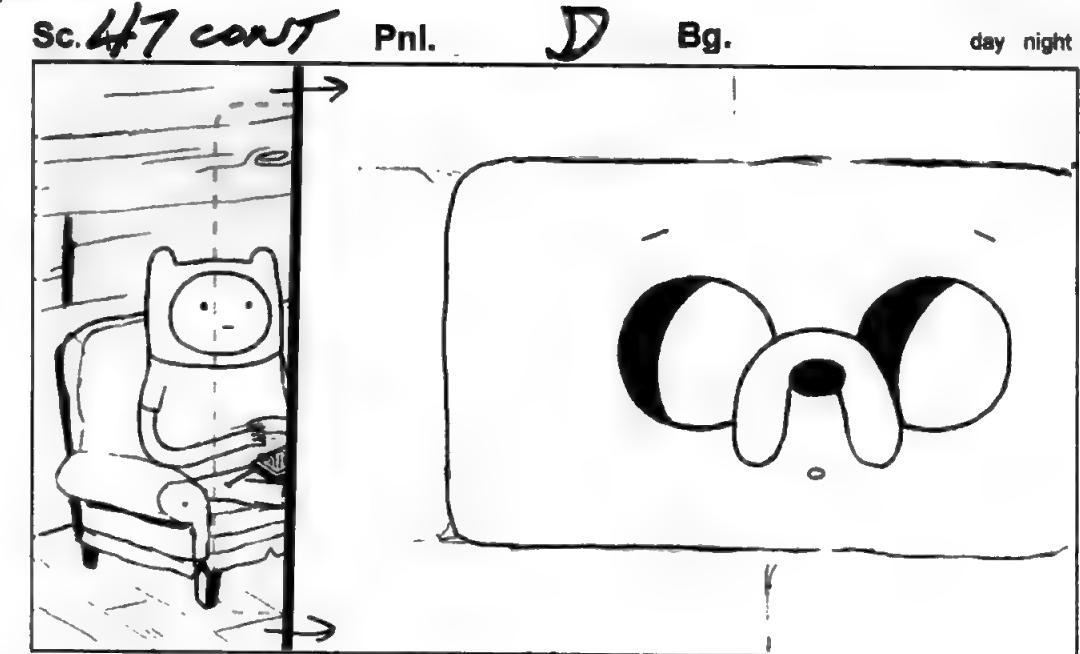
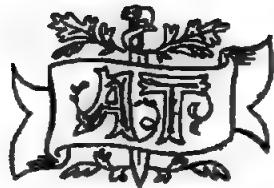
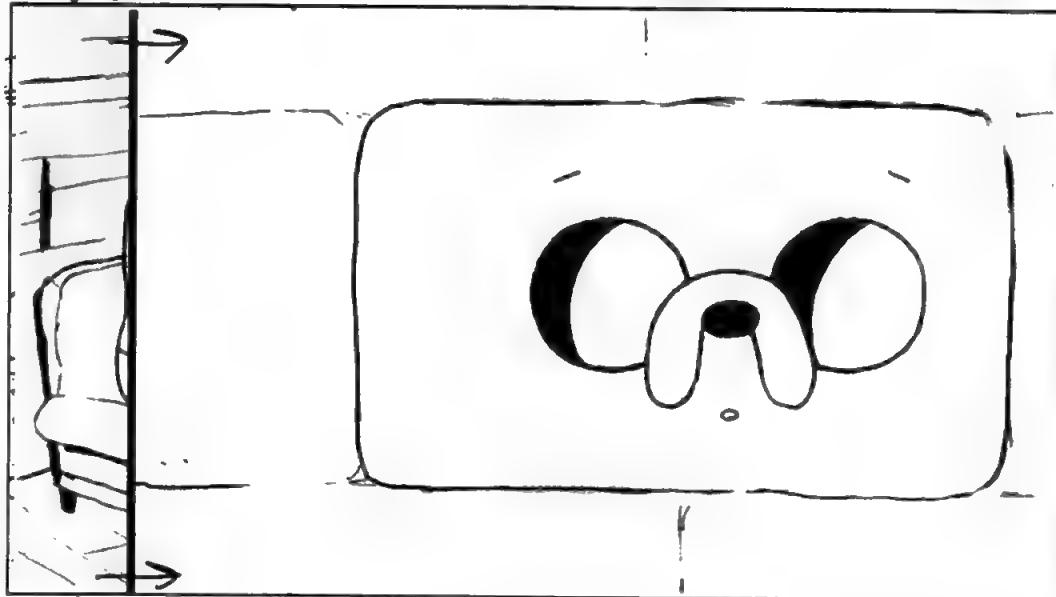
1025/177

1025/177

# ADVENTURE TIME

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Dialog:

Pan over to split screen

S/ UNFORTUNATELY FOR -

Action:

VERY  
- SPLIT SCREEN SLOWLY PUSHES ON / S

- F ON COUCH W/ WALKIE TALKIE

MAR 20 2014

Timing:

Production:

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day night

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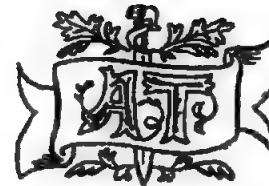
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# ADVENTURE TIME

Sc. 47 cont

Pnl.

Bg.



day night

Sc. 47 *cont*

Pnl.

B9

Page 89  
89  
day m

89 AM  
day night

EXT

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### Production :

A two-panel comic strip. The left panel shows a character with a large head and a small body sitting in a chair, holding a small device. The right panel is a close-up of the character's face, showing a surprised expression with wide eyes and a small mouth.

A two-panel comic strip. The left panel shows a character with a large, round head and a single eye, sitting on a couch and holding a small device. A small dog sits on the floor next to a bowl of cereal. The right panel is a close-up of the dog's head, with a circled '1' above it.

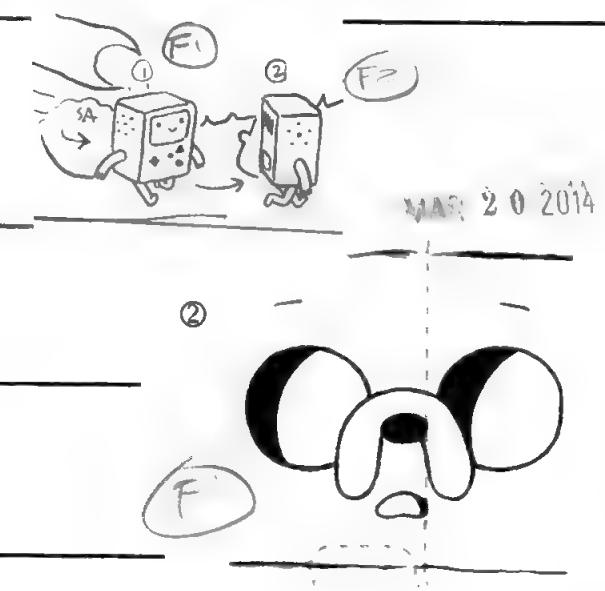
**Dialog**

J/ MR BUNNY, THIS IS WHAT NATURE IS ALL ABOUT

### Action

- F. TRACKS BMO
- BMO ENTERS W/ POPCORN AND PLACES IT DOWN

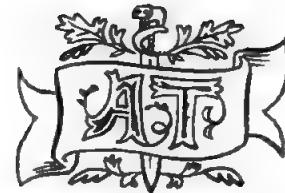
A two-panel comic strip. The left panel shows a character with a large head and a small body sitting in a chair, holding a small dog. The right panel shows a close-up of the dog's face with a worried expression.



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# ADVENTURE TIME



Sc. 47 cont

Pnl. G

Bg.

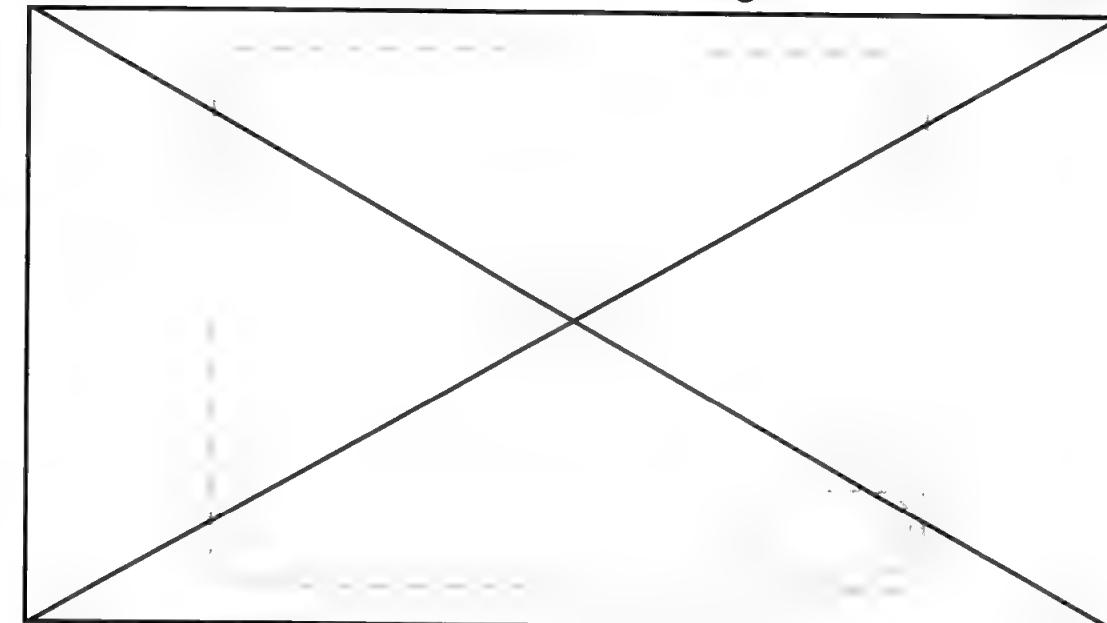
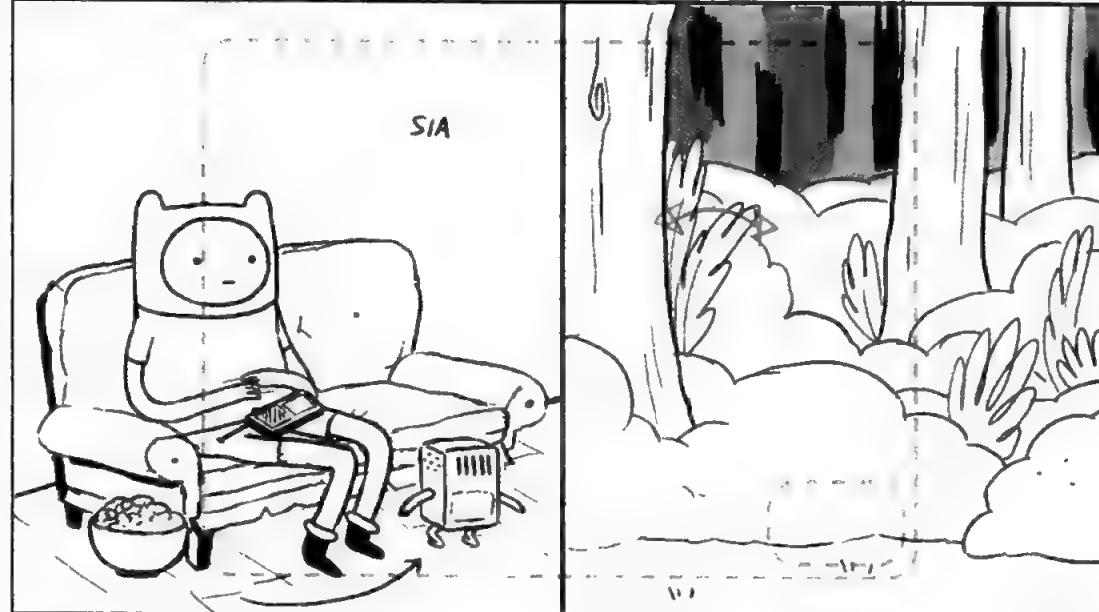
day night

Sc.

Pnl.

Bg.

Page 89A  
90 NEXT  
day night

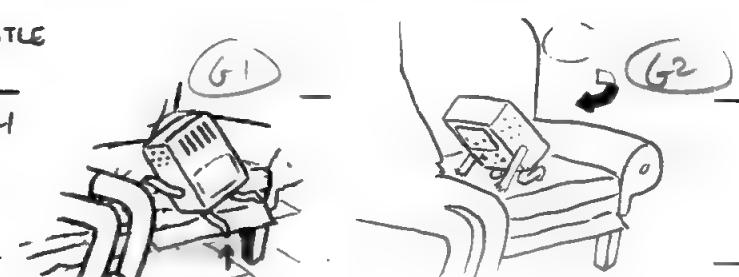
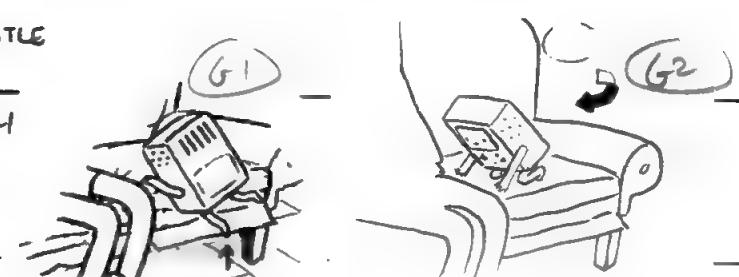


Dialog:

SFX / RUSTLE RUSTLE

Action:

- CUT TO RUSTLING BUSH ON RIGHT.
- BMO JUMPS UP



MAR 20 2014

Timing:

Production:

1025/177

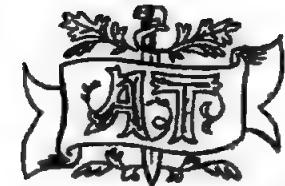
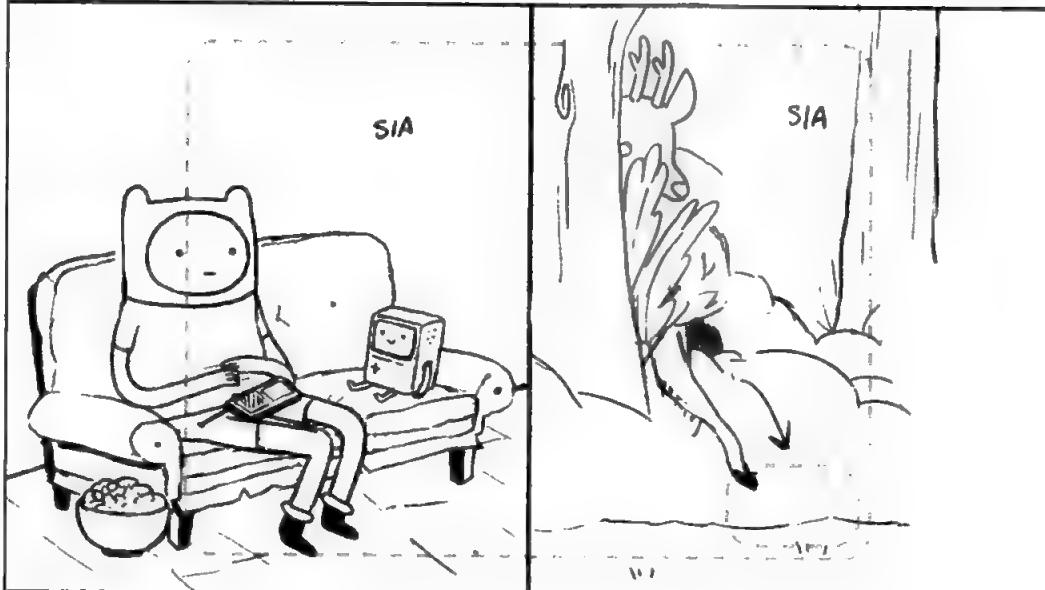
EPISODE # 1025-177

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# ADVENTURE TIME

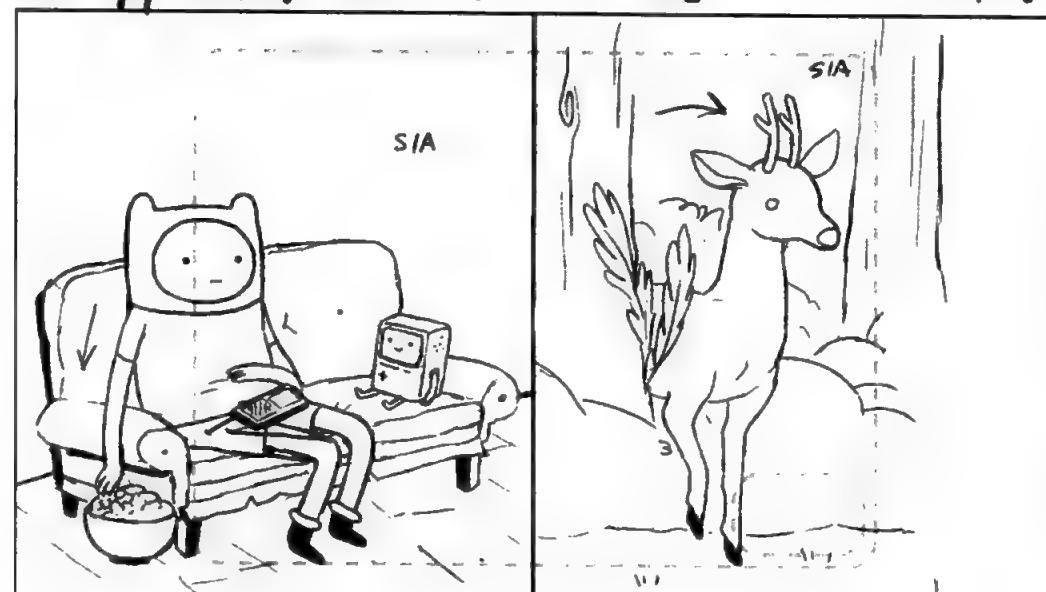
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Sc. 47 cont Pnl. H



day night

Sc. 47 cont Pnl. I



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day night

Dialog:

J/ (O/S) IT'S A MALE DEER.

Action:

- DEER STEPS OUT OF BUSH

- DEER EMERGES  
- F GRABS POPCORN

MAR 20 2014

Timing:

Production:

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# ADVENTURE TIME



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Sc. 47 cont Pnl. J

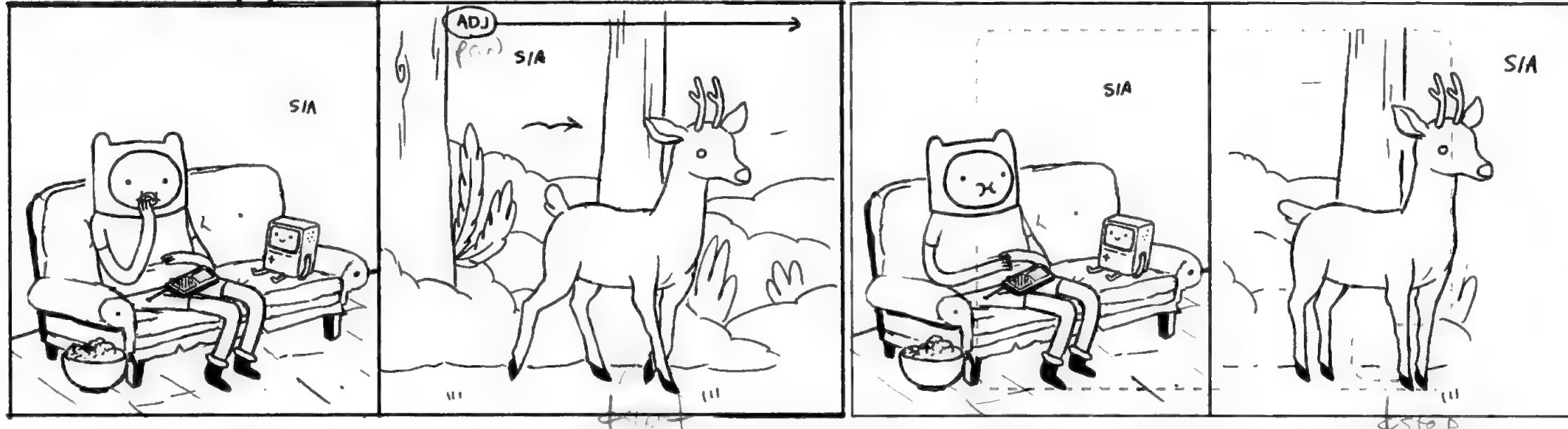
Bg.

day night

Sc. 47 cont Pnl. K

Bg.

day night



1025/177

### Dialog:

J/ (O/S) NOT A THREAT TO MR BUNNY IN THE PREDATORY SENSE ...

J/ (O/S) BUT STILL ABOVE HIM IN THE FOOD CHAIN

### Action:

- F EATS POPCORN, LISTENING INTENTLY

- DEER LOOKS AROUND  
AS HE WALKS FORWARD



Finn chewing

### Timing:

MAR 20 2014

Production :

1025/177

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# ADVENTURE TIME

Sc. 47 cont Pnl.

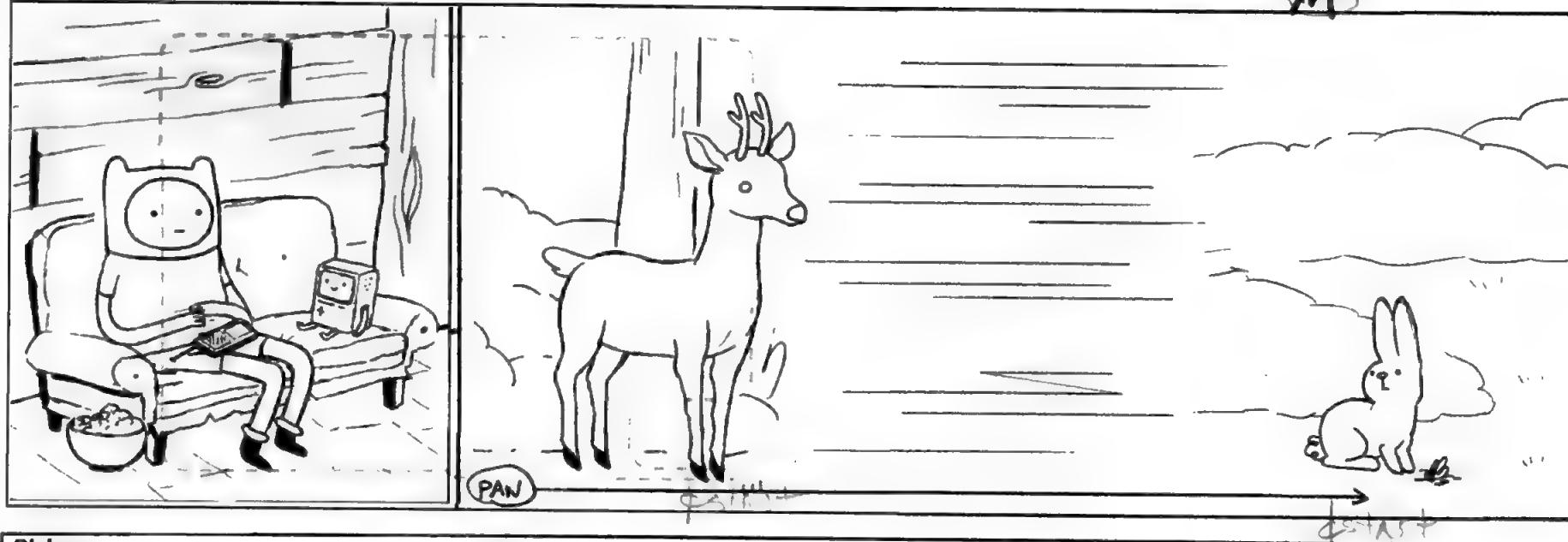
L

Bg.



day night

Page 92



M

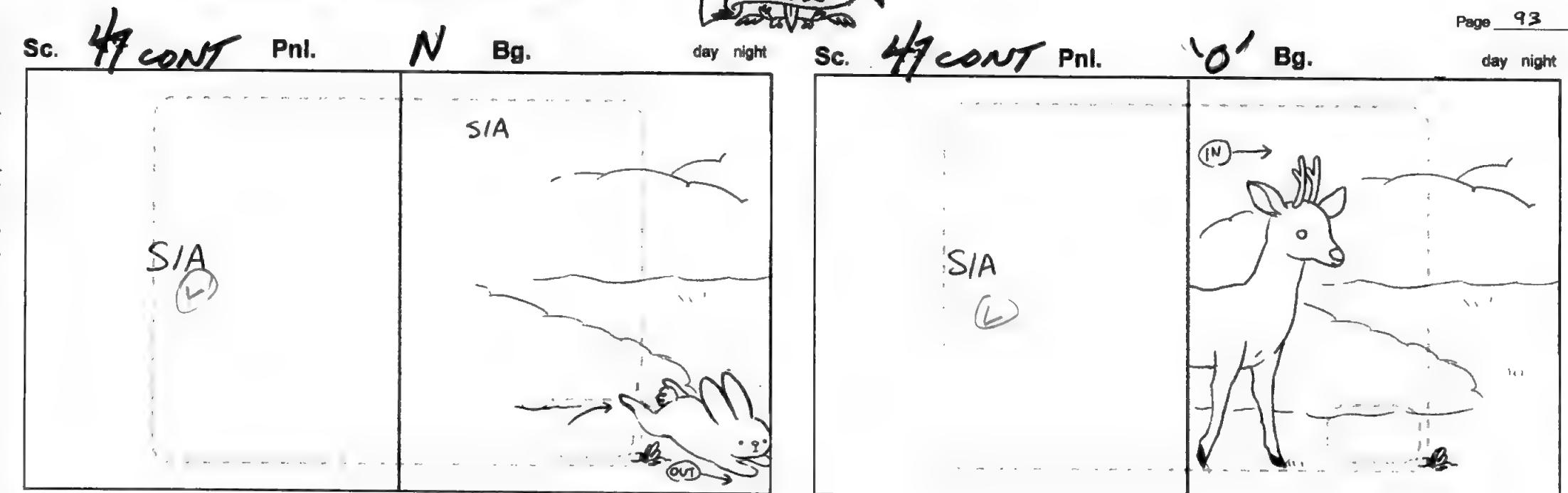
Dialog:	ZEE PEE
Action:	<ul style="list-style-type: none"> <li>- F &amp; BMO LISTEN QUIETLY, F BLINKS OCCASIONALLY</li> <li>- WHIP PAN TO BUNNY (on 'JAKE' SIDE)</li> </ul>
Timing:	MAR 20 2014

Production:

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# ADVENTURE TIME



1025/177

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## Dialog:

J/ (0/S) MR BUNNY, WISHING TO AVOID AN ENCOUNTER, HOPS AWAY TO SAFETY

## Action:

- BUNNY HOPS off/S.

- DEER WALKS on/S.

MAR 20 2014

## Timing:

Production :

EPISODE # 1025-177

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# ADVENTURE TIME

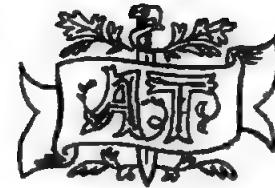
1025/177

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Sc. 47 cont Pnl.

P

Bg.



day night

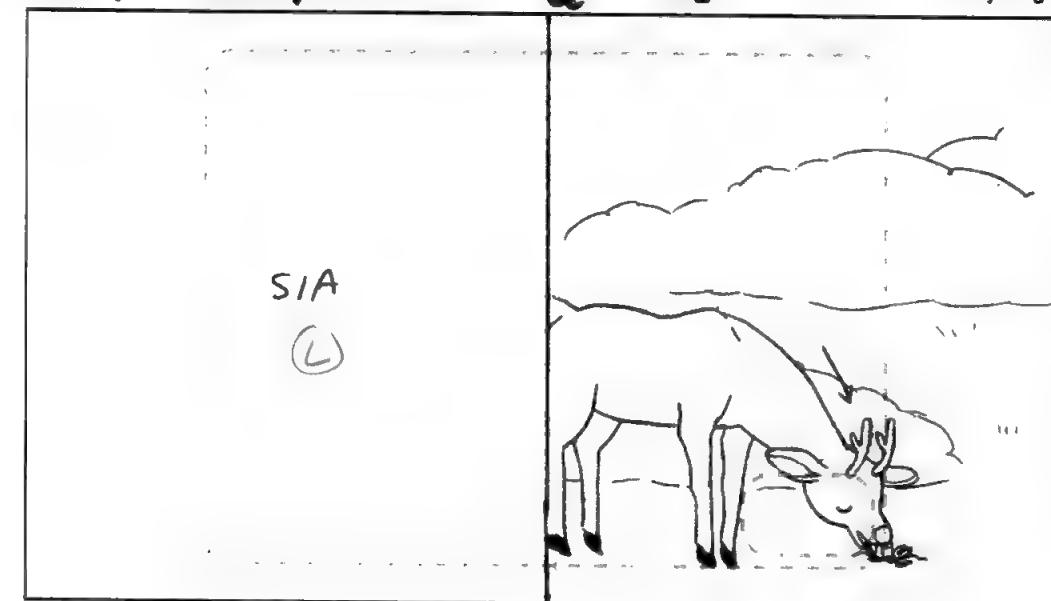
Sc. 47 cont Pnl.

Q

Bg.

Page 04

day night



Dialog:

SFX: \*NIBBLING\*

Action:

- DEER STOPS

- DEER LOWERS HEAD TOWARDS CARROT.

MAR 20 2014

Timing:

Production :

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CES 4/22/14

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Sc. 47 cont Pnl. - R

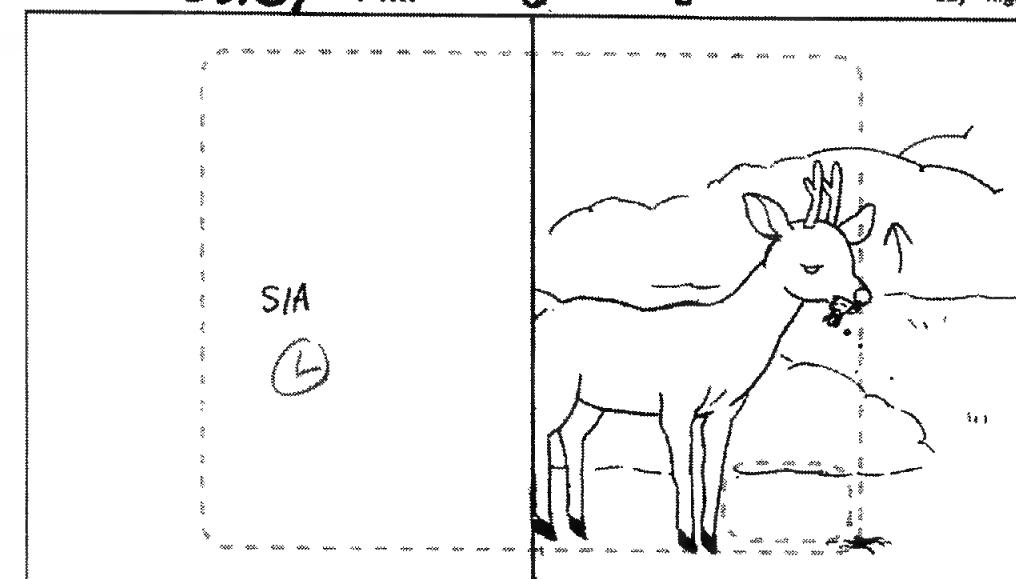
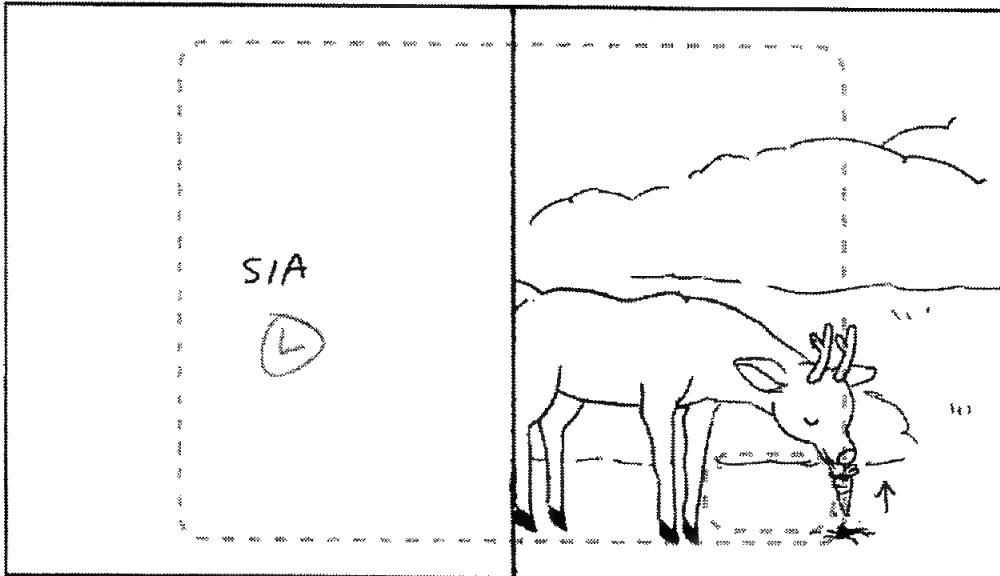
Bg.

day night

Sc. 47 cont Pnl. S

Bg.

day night



Dialog:

Action:

- DEER UPROOTS CARROT.

Timing:

SFX: \*CRUNCHING\*

- DEER MUNCHES ON CARROT

MAR 20 2014

Production:

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## ADVENTURE TIME



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Sc. 47 cont Pnl.

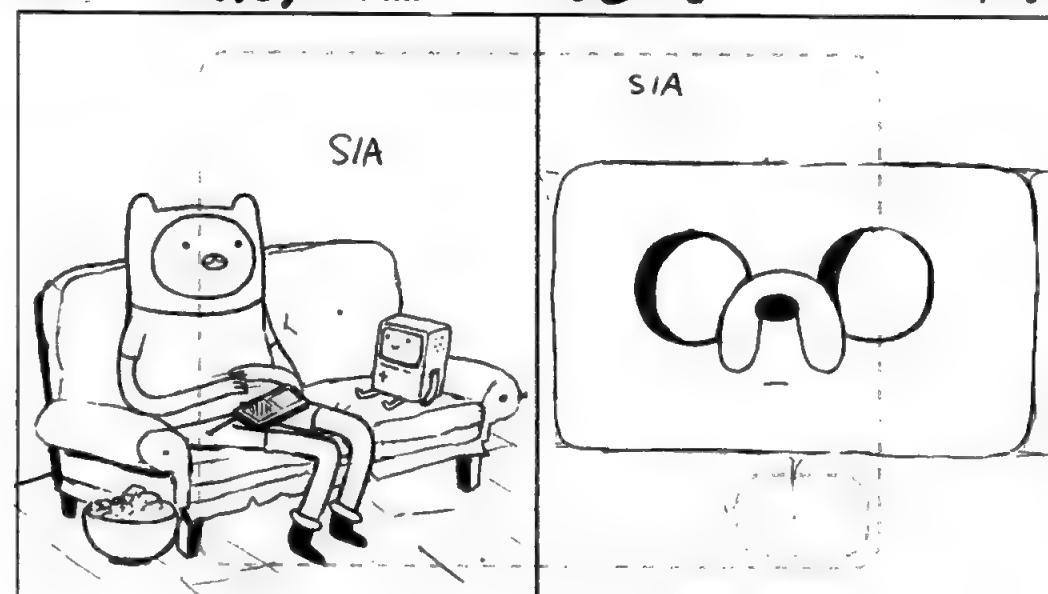
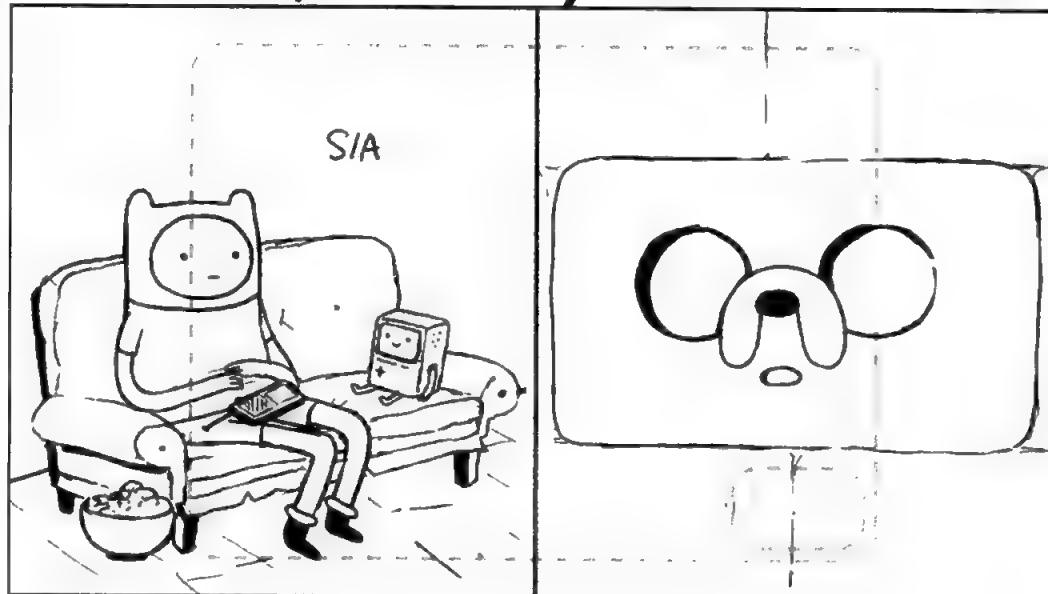
T Bg.

day night

Sc. 47 cont Pnl.

U Bg.

day night



## Dialog:

J/ WOW, DEERS ARE JERKS.

F/ HEY MAN, YOU KNOW I CAN HEAR EVERYTHING YOU SAY, RIGHT?

## Action:

- 'JAKE' SIDE CUTS BACK TO JAKE.

MAR 20 2014

## Timing:

Production :

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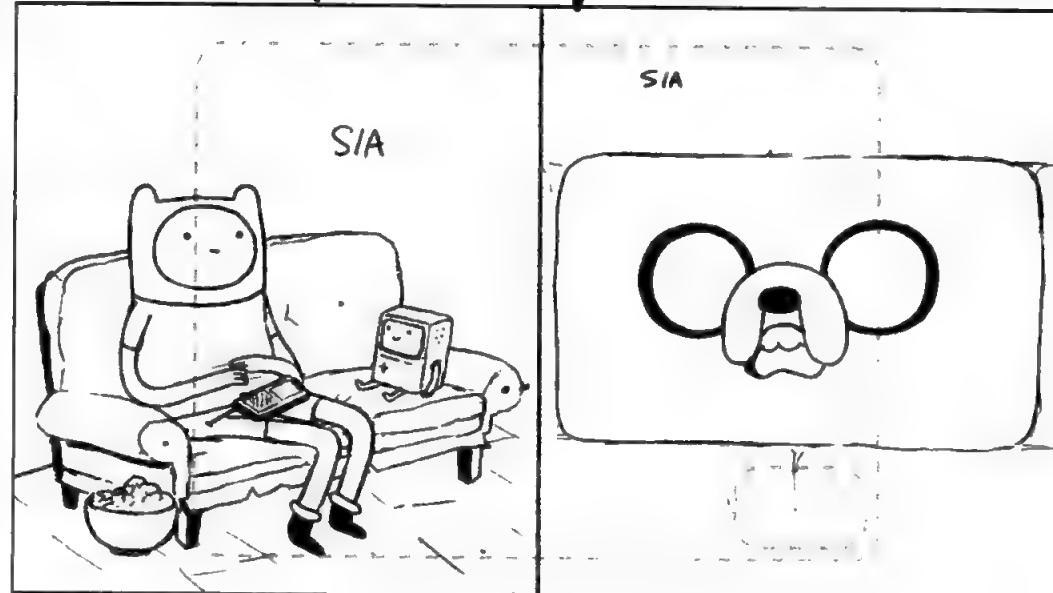
# ADVENTURE TIME



Sc. 47 cont Pnl.

V Bg.

day night

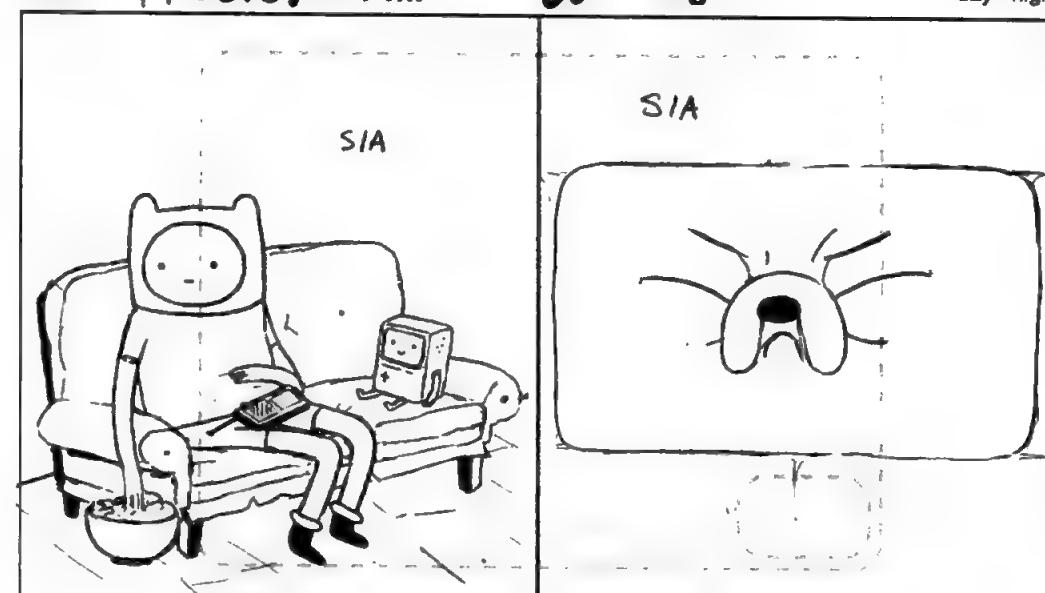


Sc. 47 cont Pnl.

W Bg.

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day night



Dialog:

J/ WHA?! AGGH!

J/ GRRR!

Action:

MAR 20 2014

Timing:

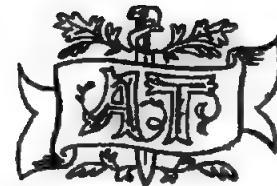
Production:

1025/177

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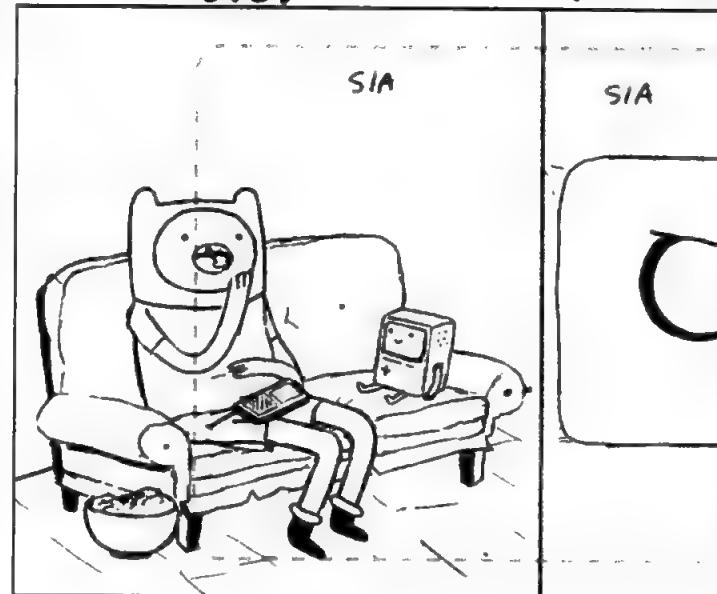
# ADVENTURE TIME



Sc. 47 *cont* Pnl.

X Bg.

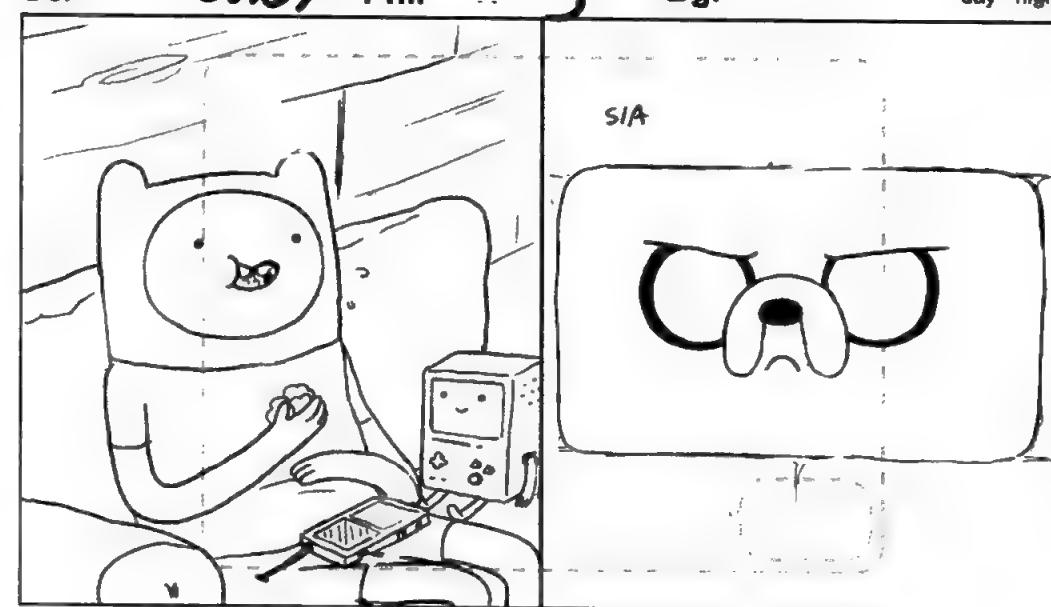
day night



Sc. 47 *cont* Pnl.

Y Bg.

day night



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### Dialog:

J/ NO, I HAD NO IDEA.

F/ YEAH BUT YOU SAW ME LEAVE THE WALKIE  
TALKIE AND I LEFT IT ON. YOU KNOW THAT, RIGHT?

### Action:



F TOSSES PIECE OF POPCORN INTO MOUTH

### Timing:



MAR 20 2014

Production:

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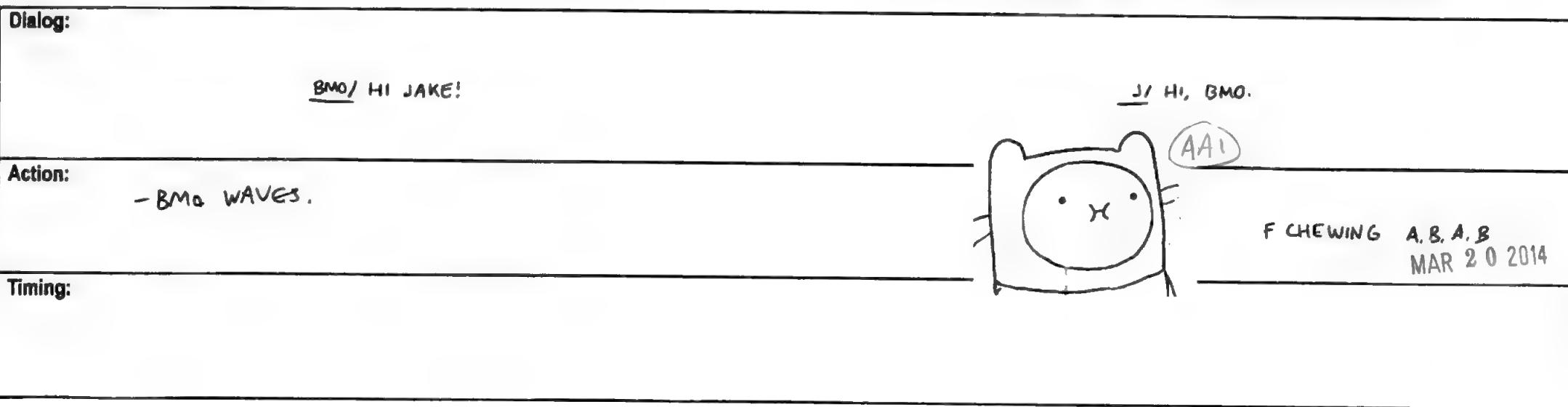
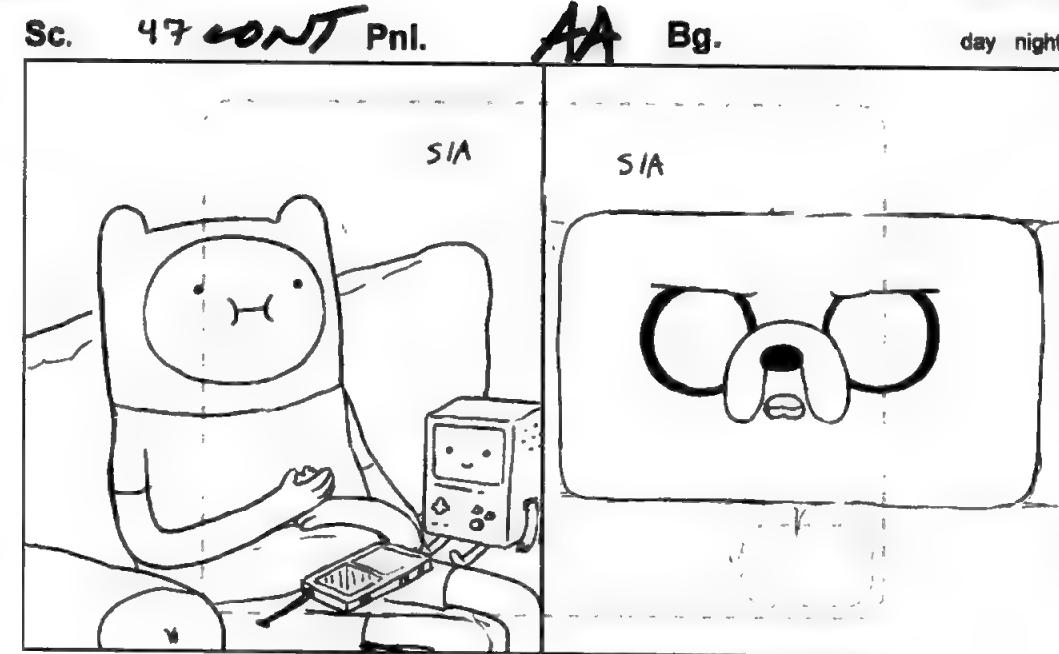
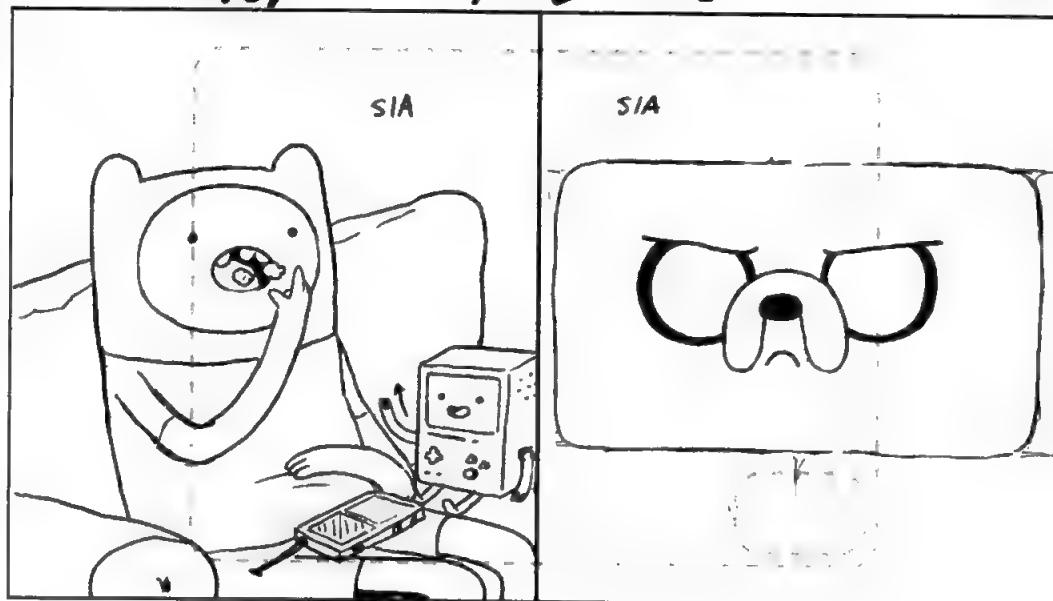
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# ADVENTURE TIME



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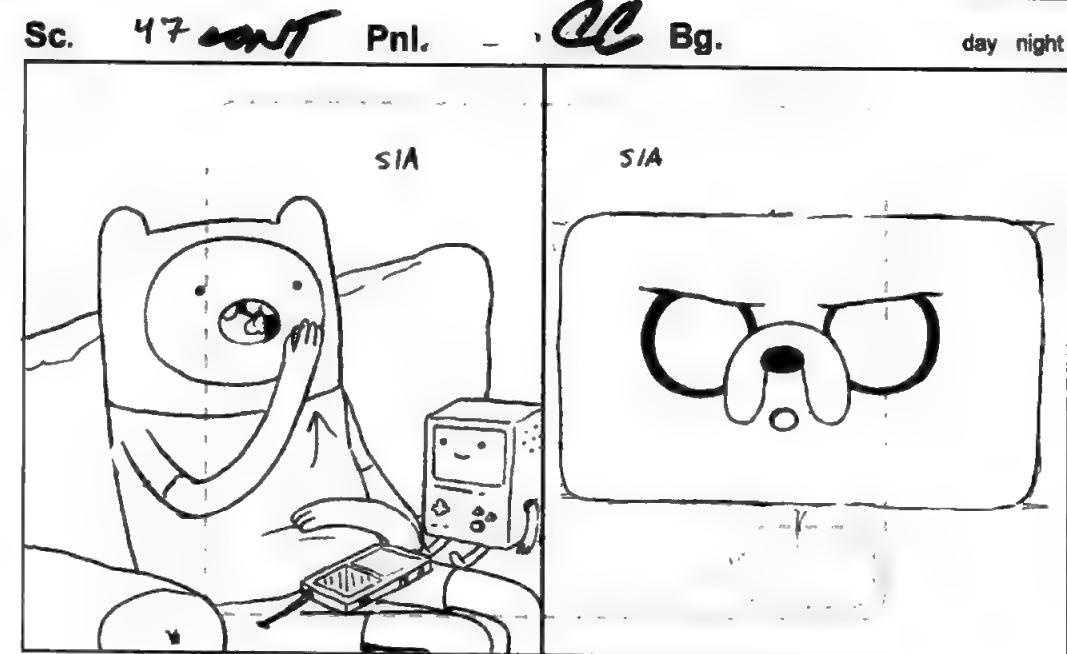
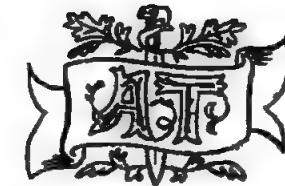
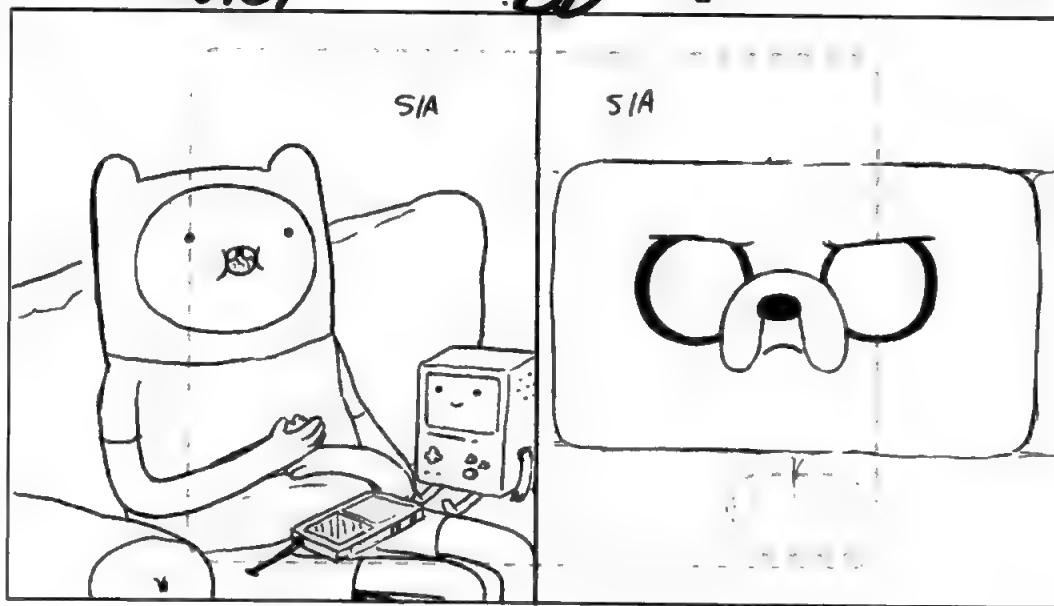
1025/177

1025/177

# ADVENTURE TIME

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**Dialog:**

F/ YOU NEED ANYTHING? A SODA?

J/ (CURTLY) NO.

**Action:**

- F. THROWS SOME POPCORN IN MOUTH

**Timing:**

MAR 20 2014

Production:

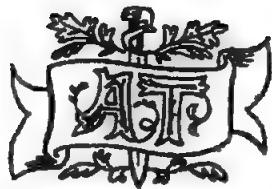
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# ADVENTURE TIME



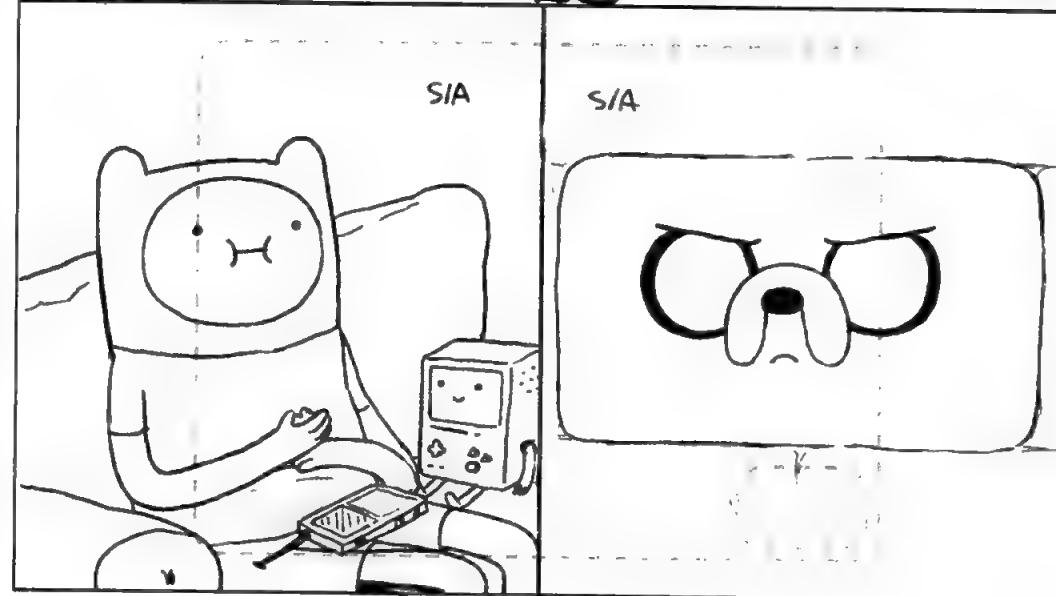
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Sc. 47 cont Pnl.

JD Bg.

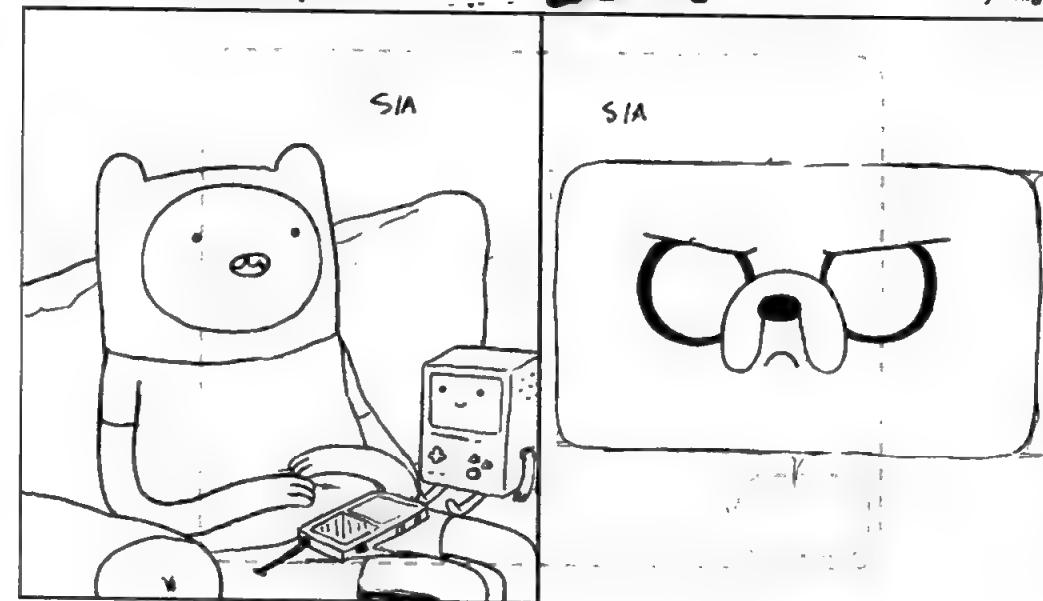
day night



Sc. 47 cont Pnl.

EE Bg.

Page 101  
day night



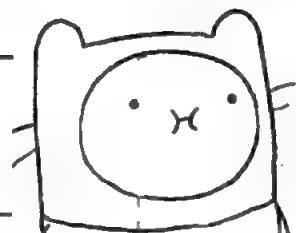
Dialog:

DDI

< BGAT >

F/ SO WHAT'S MR BUNNY DOIN' NOW?

Action:



F CHEWING (ABAB) SLOWLY STOPS

Timing:

MAR 20 2014

Production :

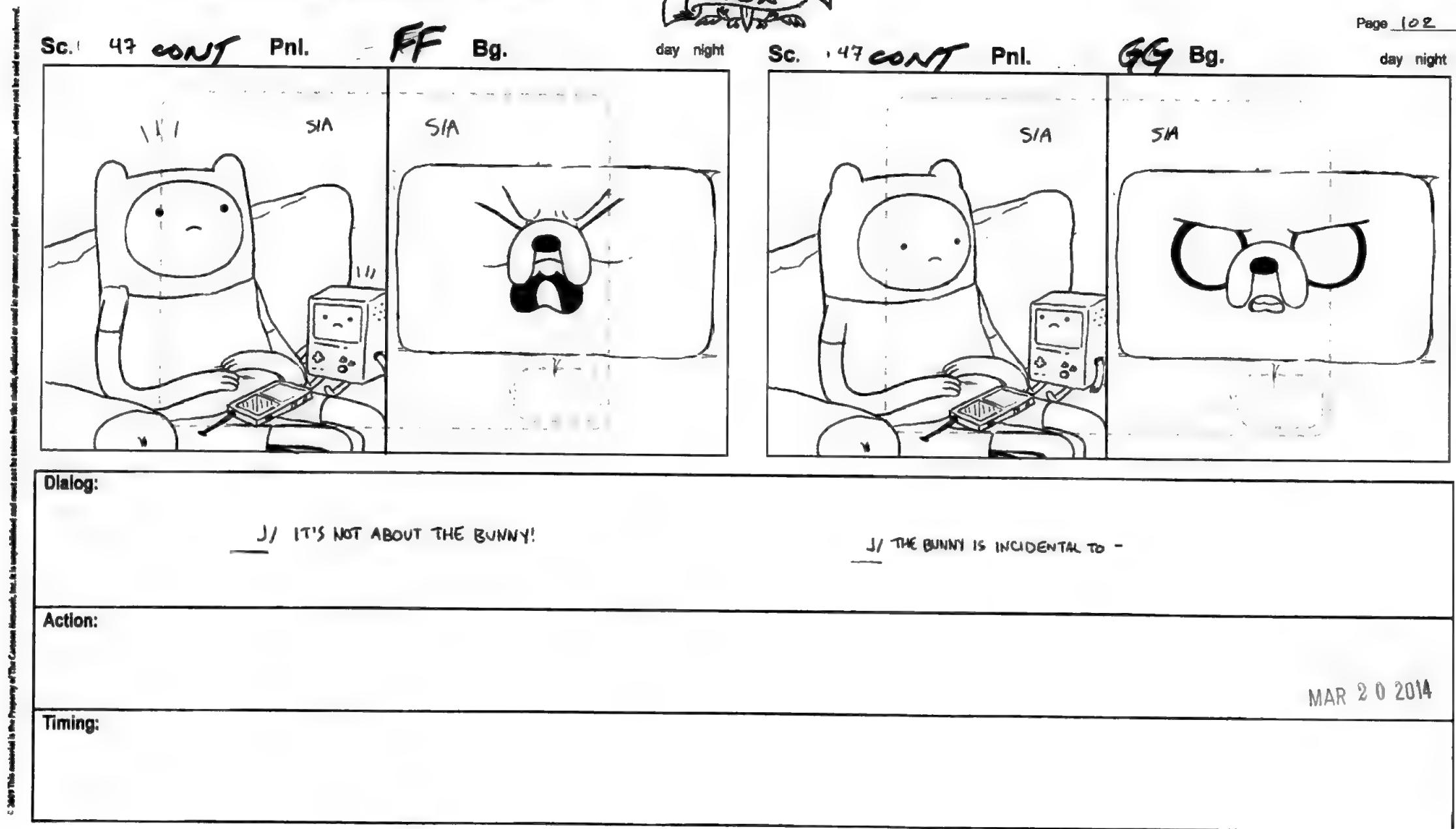
EPISODE # 1025-177

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# ADVENTURE TIME

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# ADVENTURE TIME



Sc. 47 cont Pnl.

- **II** Bg.

day night

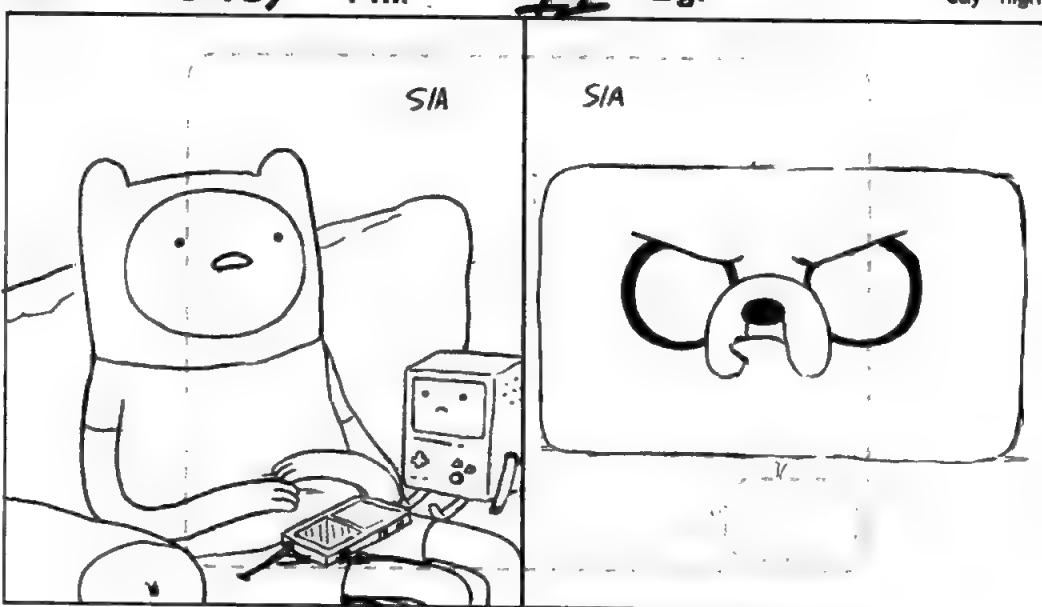
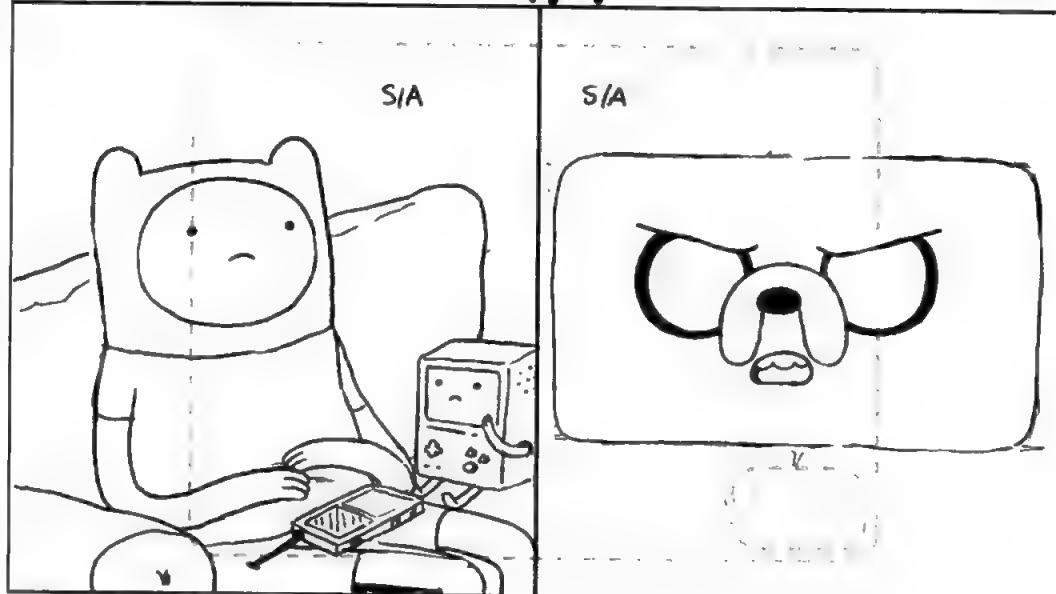
Page 103

day night

Sc. 47 cont Pnl.

**II** Bg.

day night



**Dialog:**

J/ THE BRICK EXPERIMENT!

F/ Oh. Sorry man.

**Action:**

- BMO TOUCHES HIS FACE

MAR 20 2014

**Timing:**

Production:

EPISODE # 1025-177

1025/177

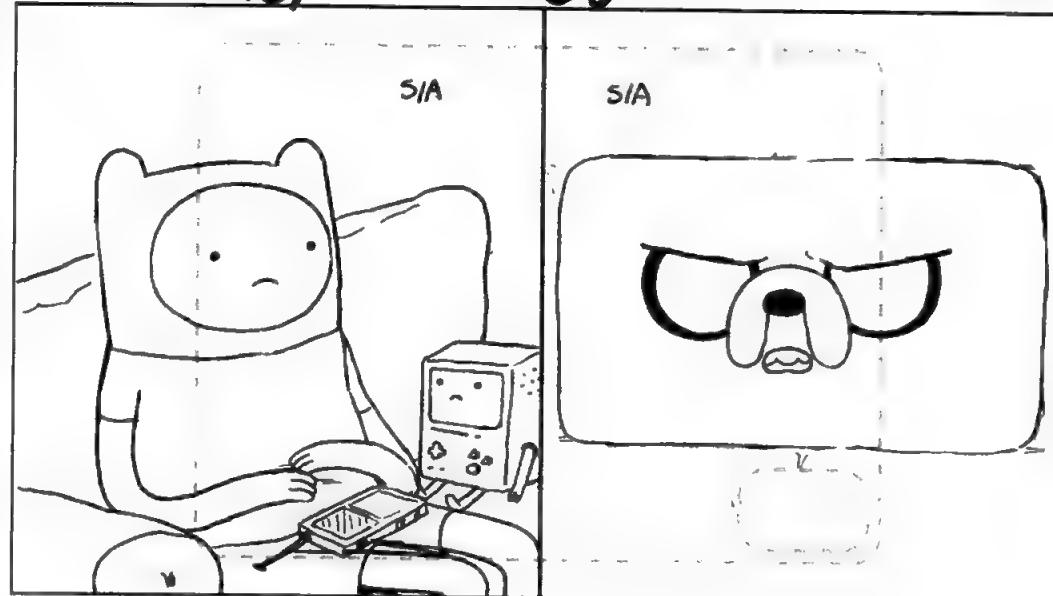
# ADVENTURE TIME



Sc. 47 cont Pnl.

JJ Bg.

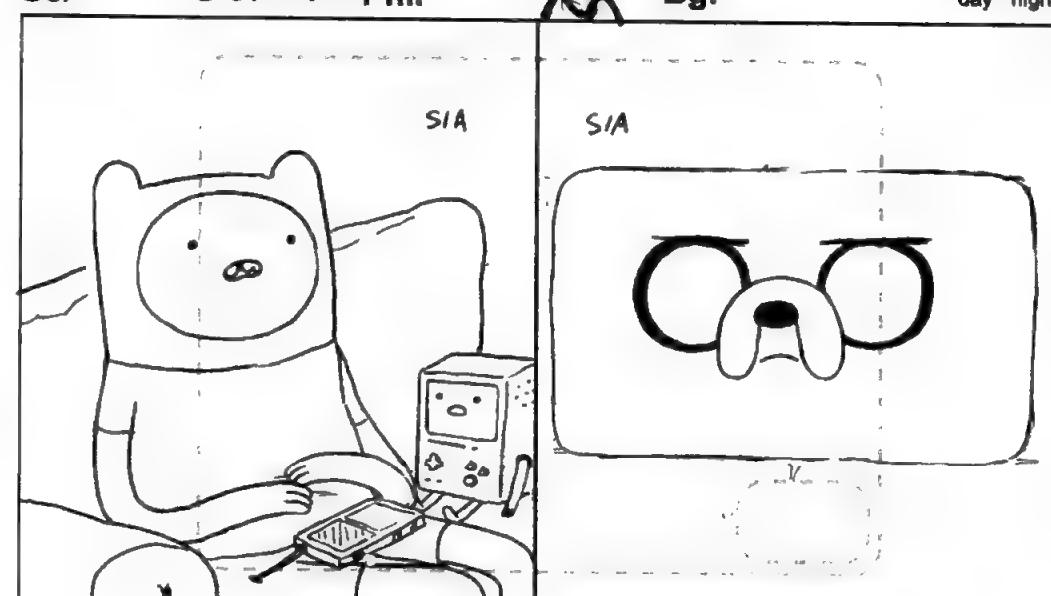
day night



Sc. 47 cont Pnl.

KK Bg.

Page 104  
day night



## Dialog:

JJ (UNDER HIS BREATH)

FORGET ABOUT THE BUNNY.

F/ SORRY MAN.

BMO/ SORRY JAKE.

## Action:

MAR 20 2014

## Timing:

Production:

1025/177

# ADVENTURE TIME

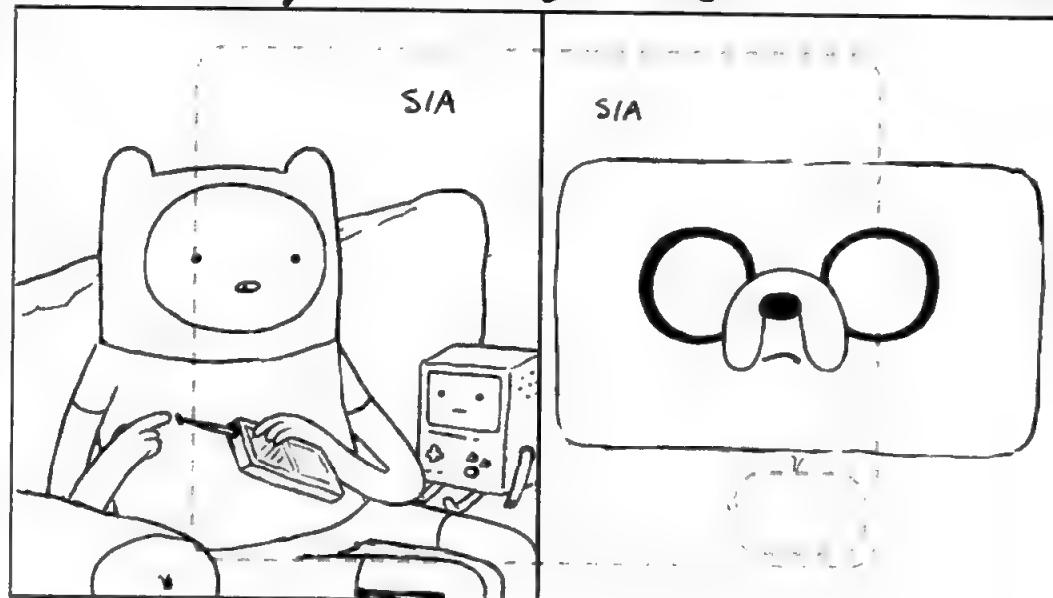
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Sc. 47 cont Pnl.

LL Bg.



day night

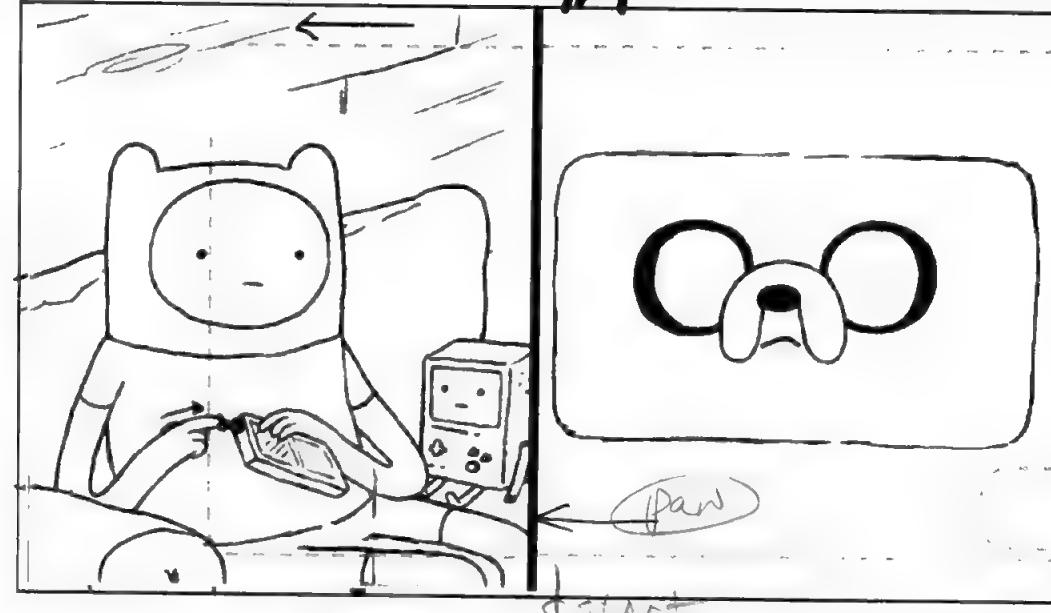


Sc. 47 cont Pnl.

MM Bg.

Page 105

day night



## Dialog:

F / LOOK, WE'LL UH... WE'LL LEAVE YOU ALONE.

Paw Split Screen OFF

SFX / CLICK

## Action:

- F CLICKS IN WALKIE TALKIE ANTENNA AS SPLIT SCENE RETREATS

## Timing:

MAR 20 2014

Production :

EPISODE # 1025-177

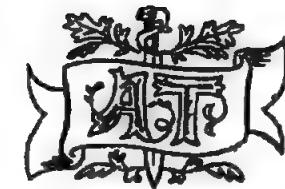
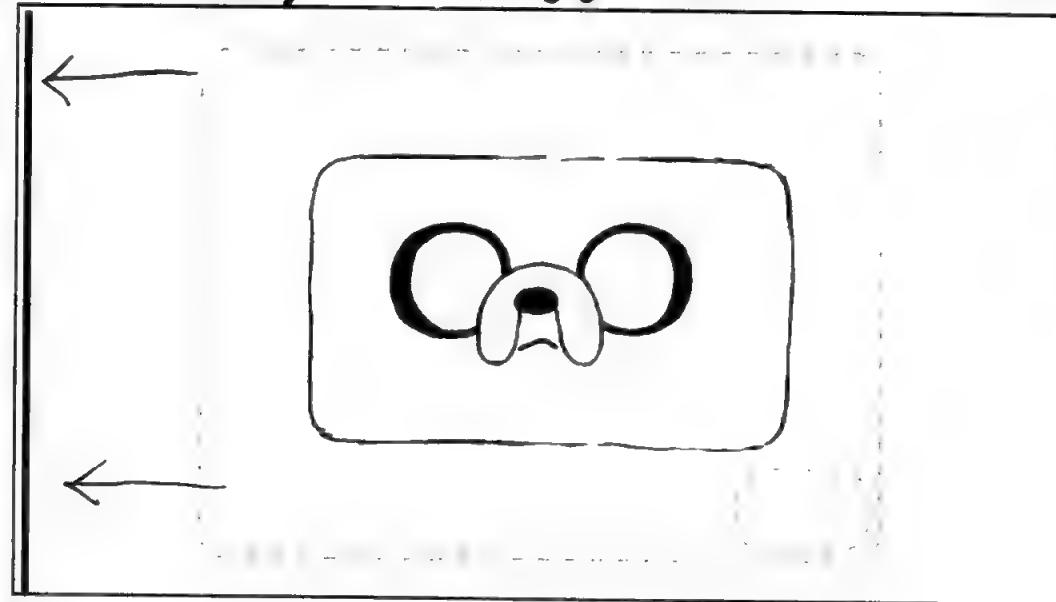
1025/177

1025/177

# ADVENTURE TIME

1025/177

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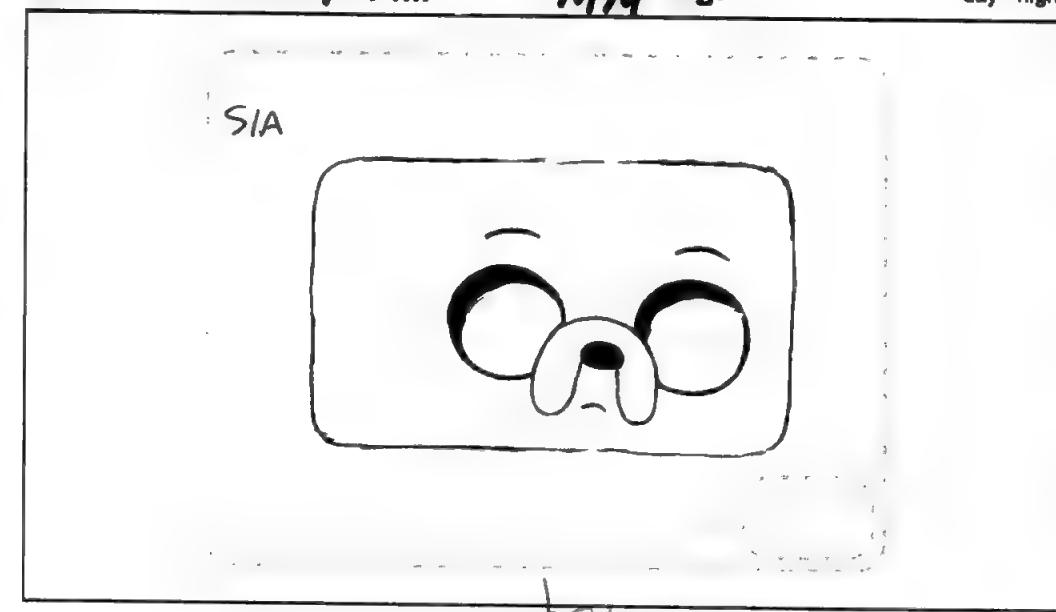
day night

Sc. 47 cont Pnl. MM Bg.

Page 106

day night

Cut



Dialog:

Action:

- END SPLIT SCREEN
- J BLINKS

Timing:

- J. LOOKS DOWN.

MAR 20 2014

Production:

1025/177

EPISODE # 1025-177

1025/177

# ADVENTURE TIME

Cut

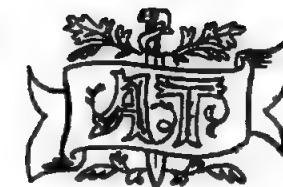
Sc.

51

Pnl. A

Bg.

day night



Cut

Sc.

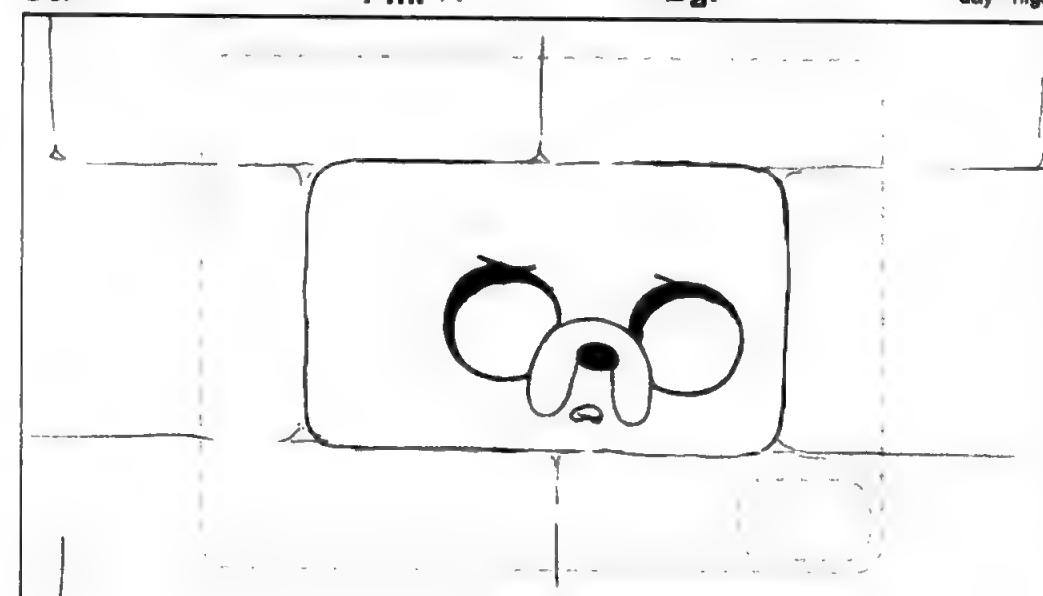
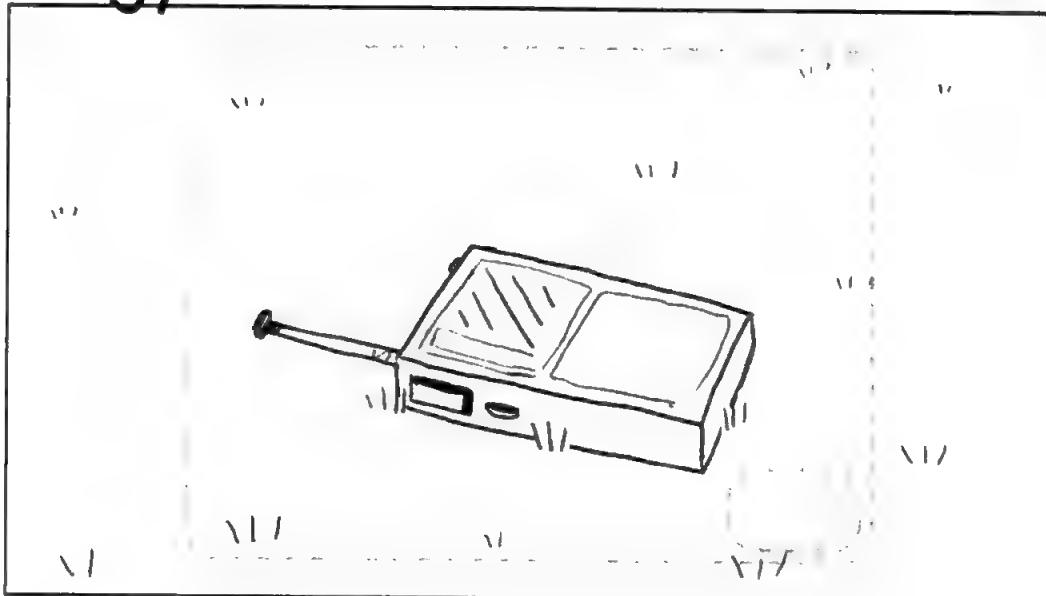
52

Pnl. A

Bg.

Page 107

day night



1025/177

Dialog:

J/ FINN, ARE YOU STILL THERE?

Action:

-CU of WALKIE TALKIE.

MAR 20 2014

Timing:

Production :

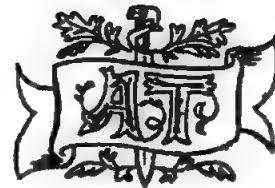
EPISODE # 1025-177

1025/177

1025/177

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# ADVENTURE TIME



Sc. 52 *cont*

Pnl. B

Bg.

day night

Page 108

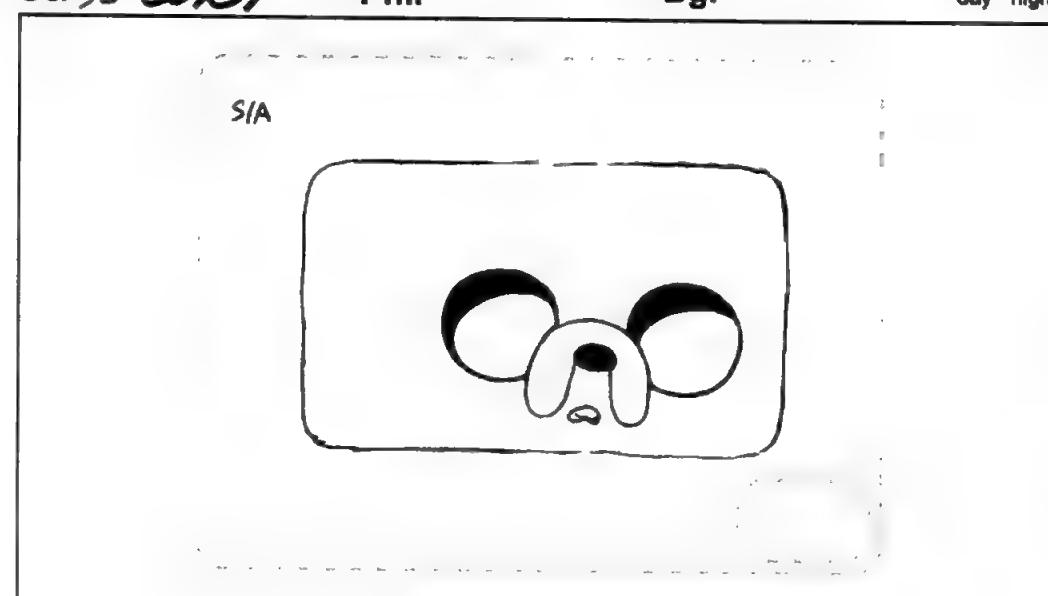
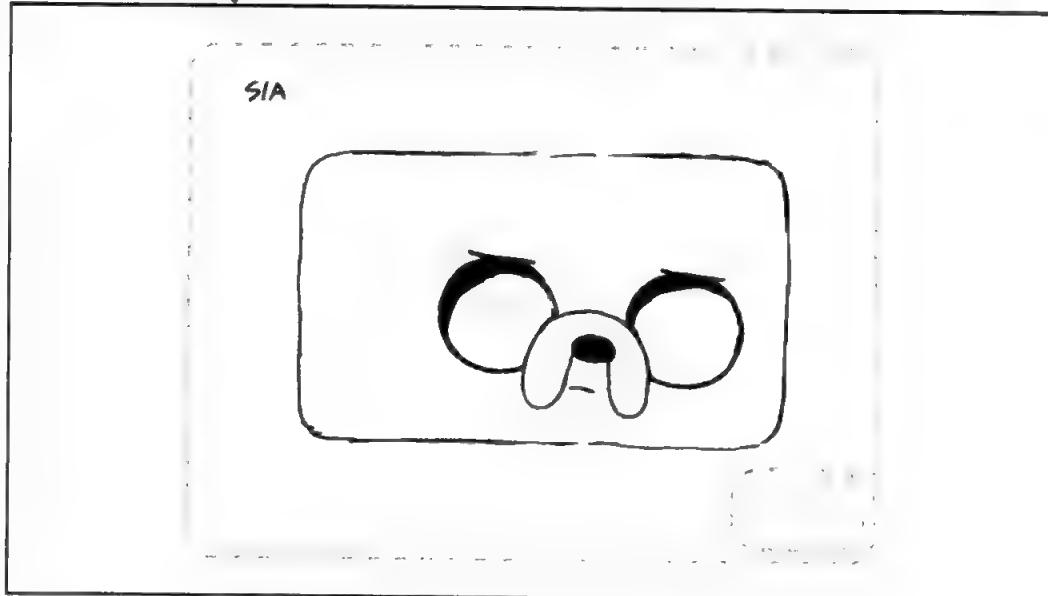
day night

Sc. 52 *cont*

Pnl. C

Bg.

day night



Dialog:

J / FINN?

MAR 20 2014

Action:

Timing:

Production:

EPISODE # 1025-177

1025/177

1025/177

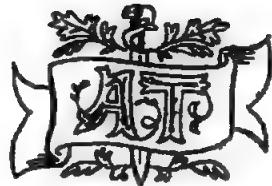
# ADVENTURE TIME

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Sc. 52 *cont*

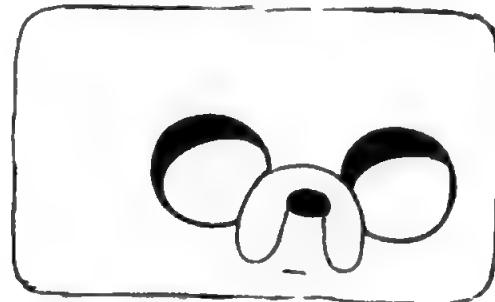
Pnl. D

Bg.



day night

S/A



Page 109

Sc. 52 *cont*

Pnl. E

Bg.

day night

S/A



Dialog:

...

JJ BMO?

Action:

(BEAT)

MAR 20 2014

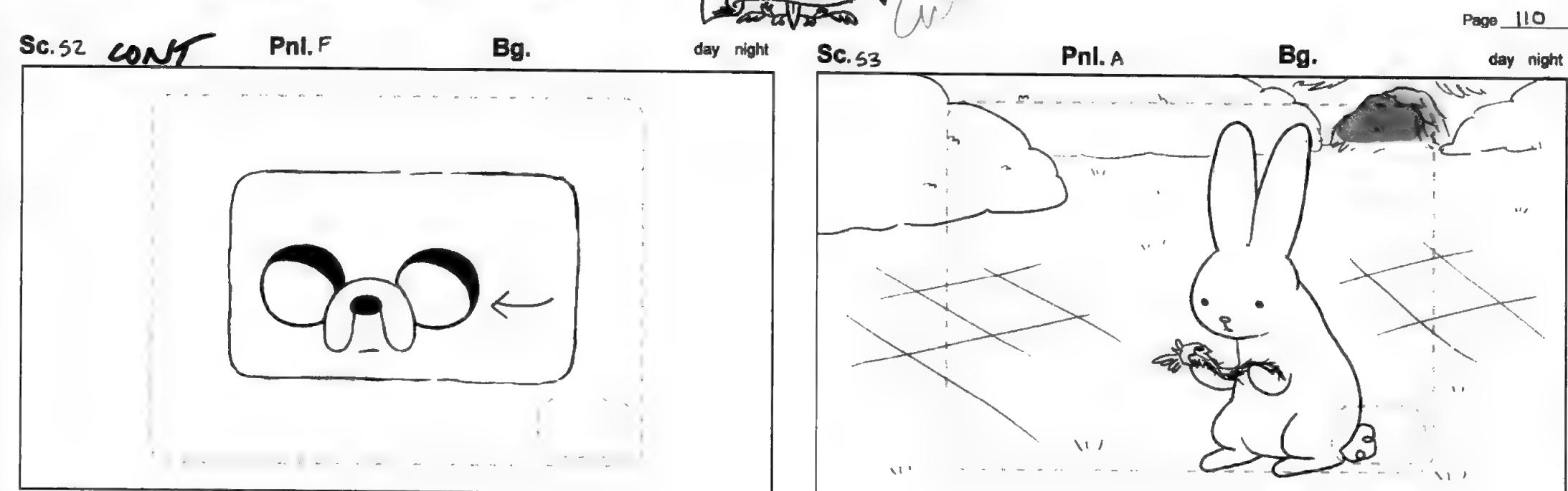
Timing:

Production:

1025/177

1025/177

# ADVENTURE TIME



**Dialog:**

BUNNY / (o/s) (CHITTER)

**Action:**

- J. HEARS BUNNY AND LOOKS OVER.

— BUNNY SADLY INSPECTING REMAINS OF CARROT

**Timing:**

MAR 20 2018

Production :

EPISODE # 1025-177

1025/177

# ADVENTURE TIME

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Sc. 533 CONT

Pnl. B

Bg.



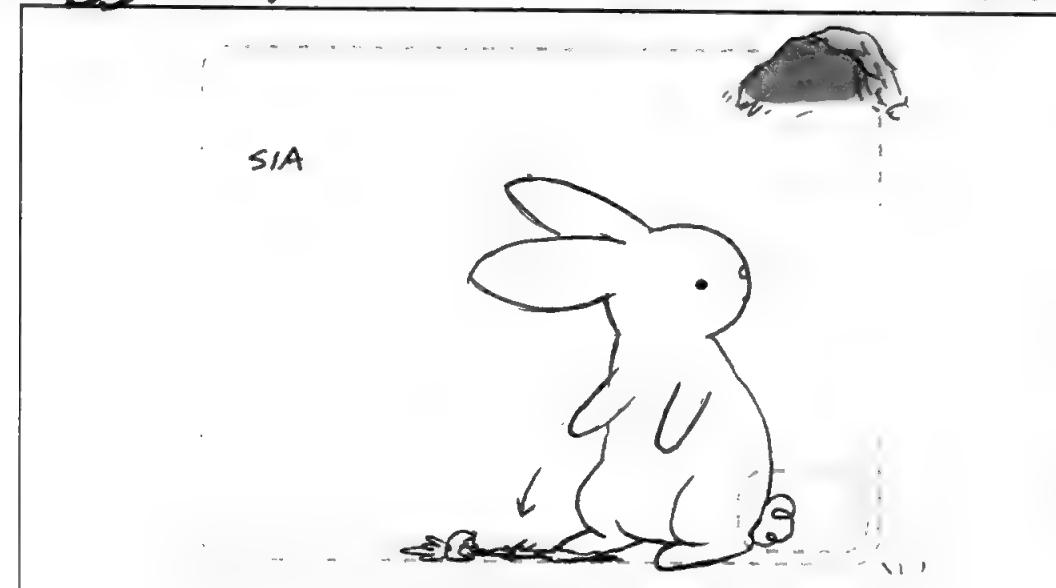
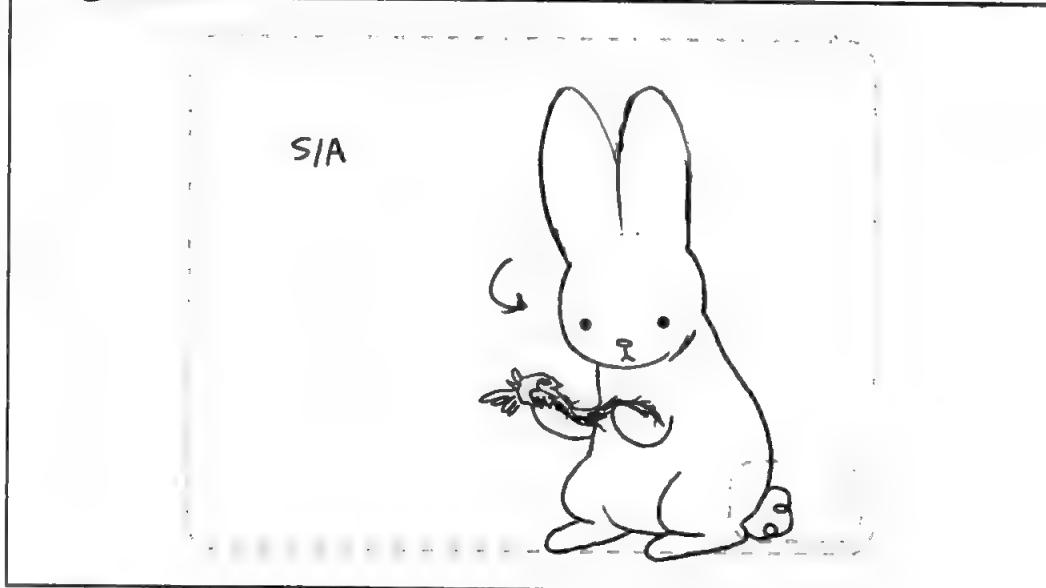
day night

Sc. 533 cont

Pnl. C

Bg.

Page 111  
111 NEXT  
day night



Dialog:

Action:

- B DROPS CARROT REMAINS
- BUNNY HOPS OVER TO WARREN AND HOPS INSIDE

Timing:

MAR 20 2014

Production :

EPISODE# 1025-177

1025/177

1025/177

# ADVENTURE TIME

Sc. 53 *cont*

Pnl.

Bg.



day night

Page 111A  
112 NEXT

HU  
cut

Stop

Dialog:

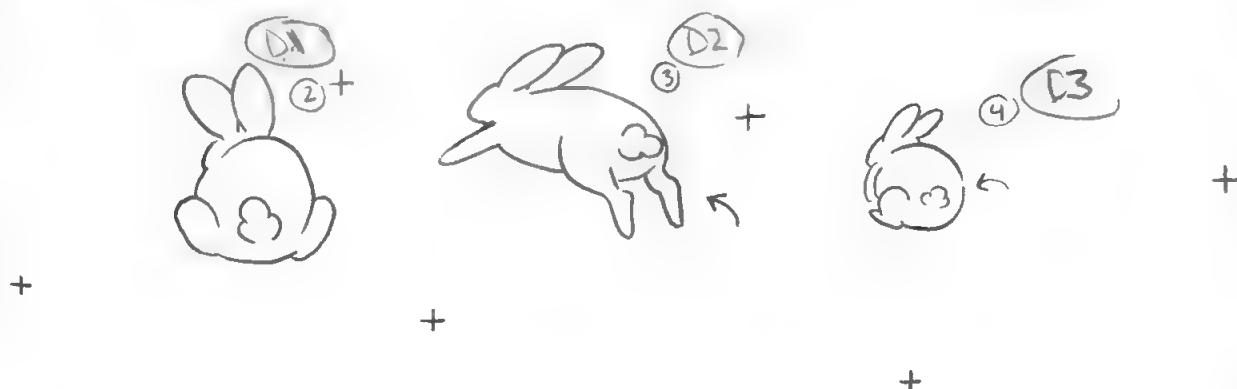
Action:

MAR 20 2014

Timing:

EPISODE # 1025-177

Production:



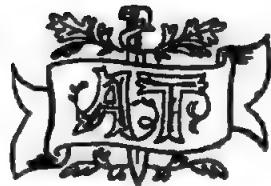
1025/177

1025/177

1025/177

2 cut

# ADVENTURE TIME



Page 112

Sc. 54

Pnl. A

Bg.

day night



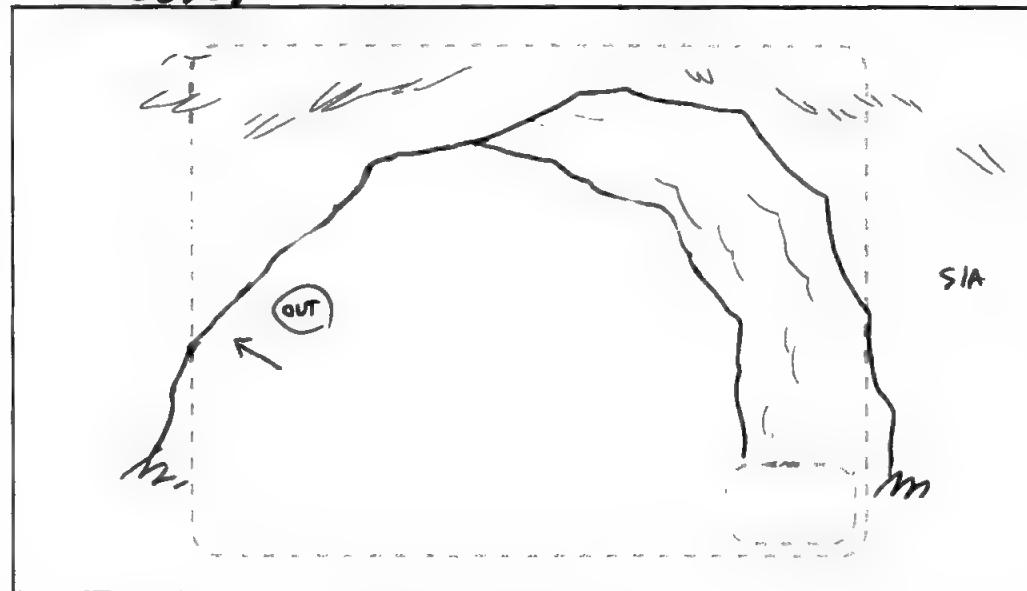
Sc. 54

cont

Pnl. B

Bg.

day night



EPISODE # 1025-177

Production :

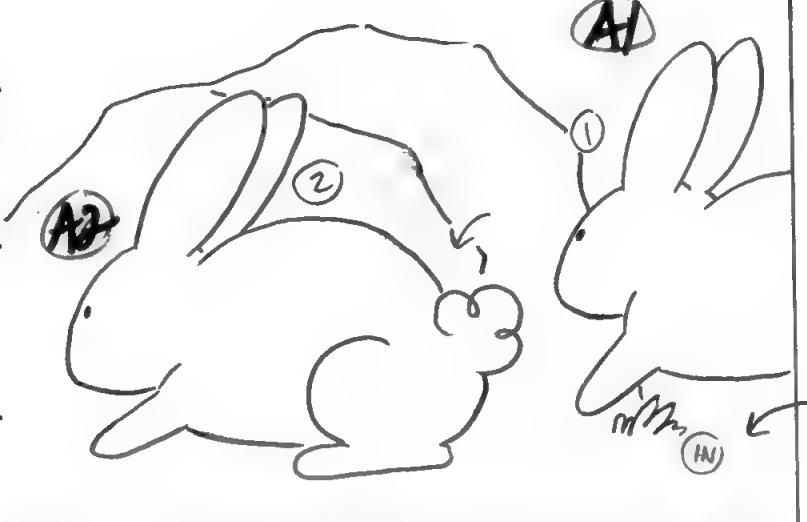
Dialog:

Action:

BUNNY HOPS INSIDE WARRCN

Timing:

↓ : (v) MR. BUNNY RETREATS --



MAR 20 2011

1025/177

# ADVENTURE TIME



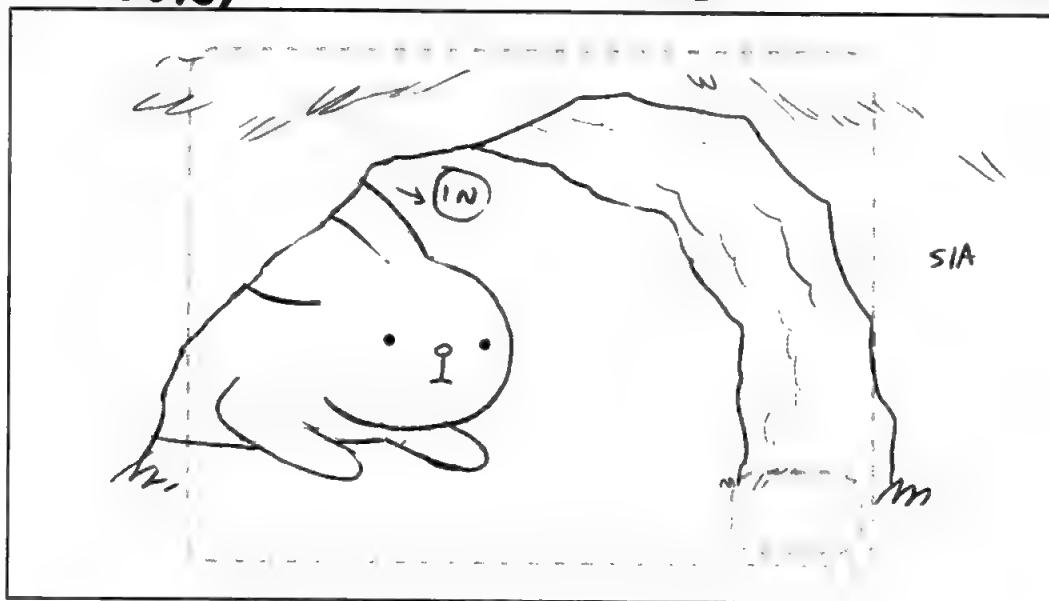
Sc. 54 **cont**

Pnl. C

Bg.

day night

Page 113

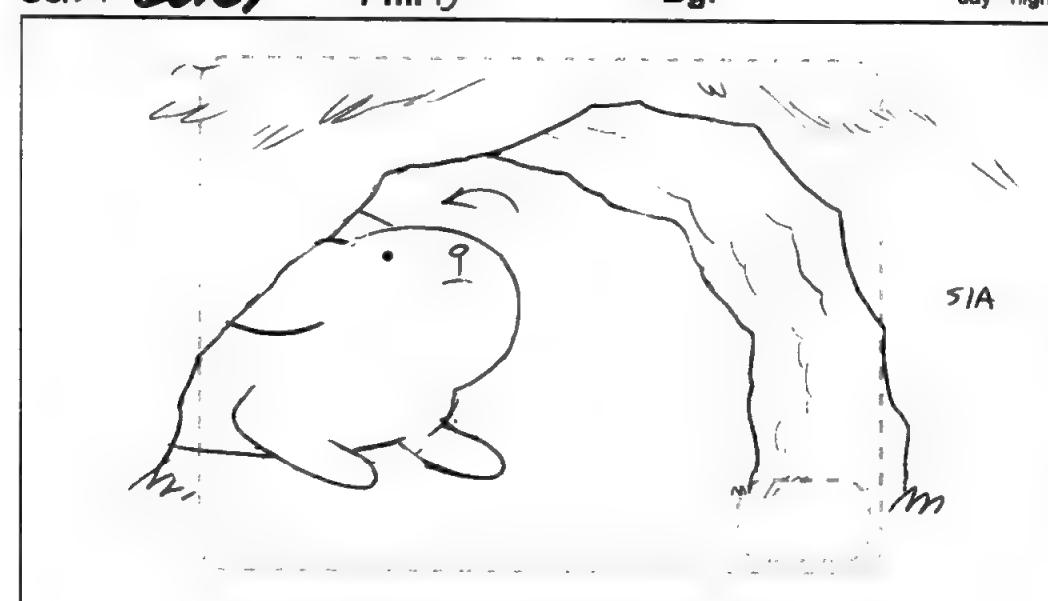


Sc. 54 **cont**

Pnl. D

Bg.

day night



**Dialog:**

J: (0/s) TO HIS WARREN...

J / (0/s) ITS HOMEMADE COMFORTS SOME CONSOLATION...

**Action:**

BUNNY LOOKS AROUND AT WARREN

**Timing:**

MAR 20 2014

Production :

1025/177

EPISODE # 1025-177

1025/177

# ADVENTURE TIME



Sc. 54 **CONT**

Pnl.

**E**

Bg.

day night

Sc. 54 **CONT**

Pnl

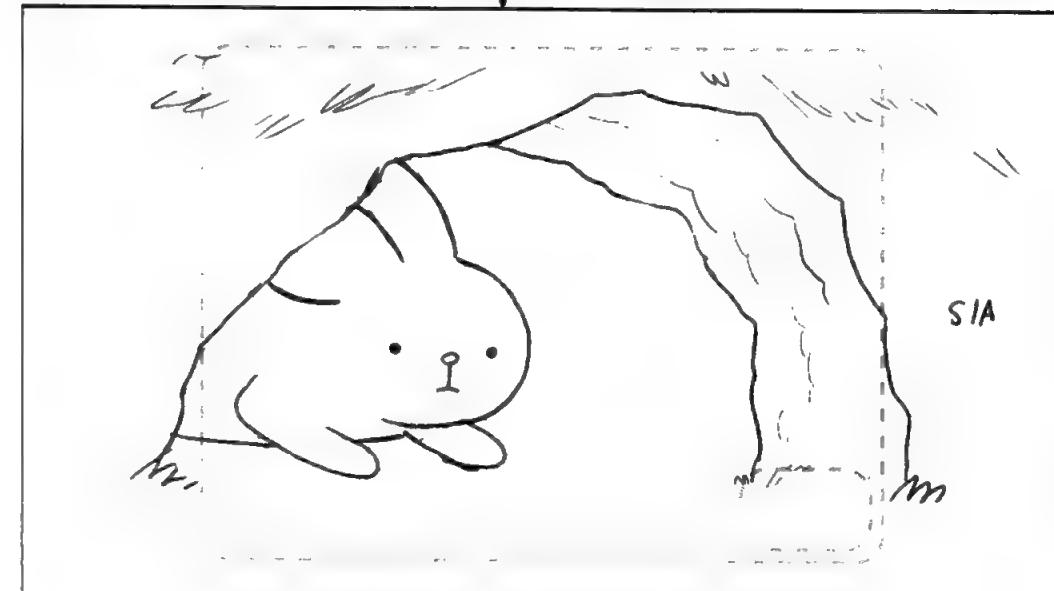
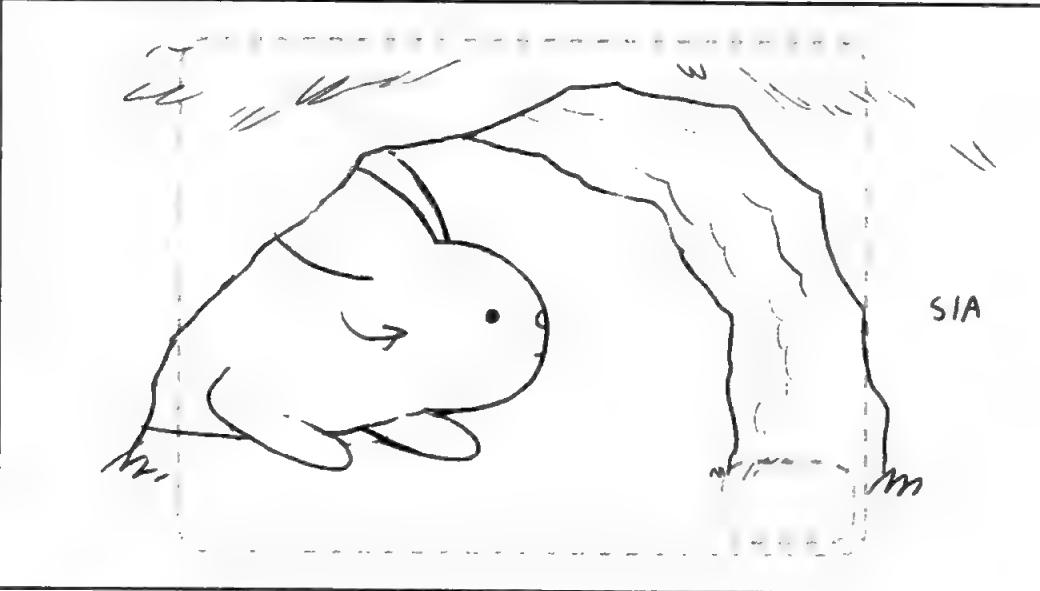
**F**

Bg.

Page 114

day night

*Cut*



**Dialog:**

J/J(s) (CONT) TO HELP PASS THE HUNGRY NIGHT

**Action:**

MAP 20 2014

**Timing:**

Production:

1025/177

1025/177

Cut

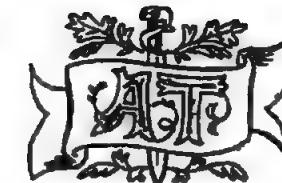
# ADVENTURE TIME

55

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Sc.

Pnl. A Bg.



day night

Page 115

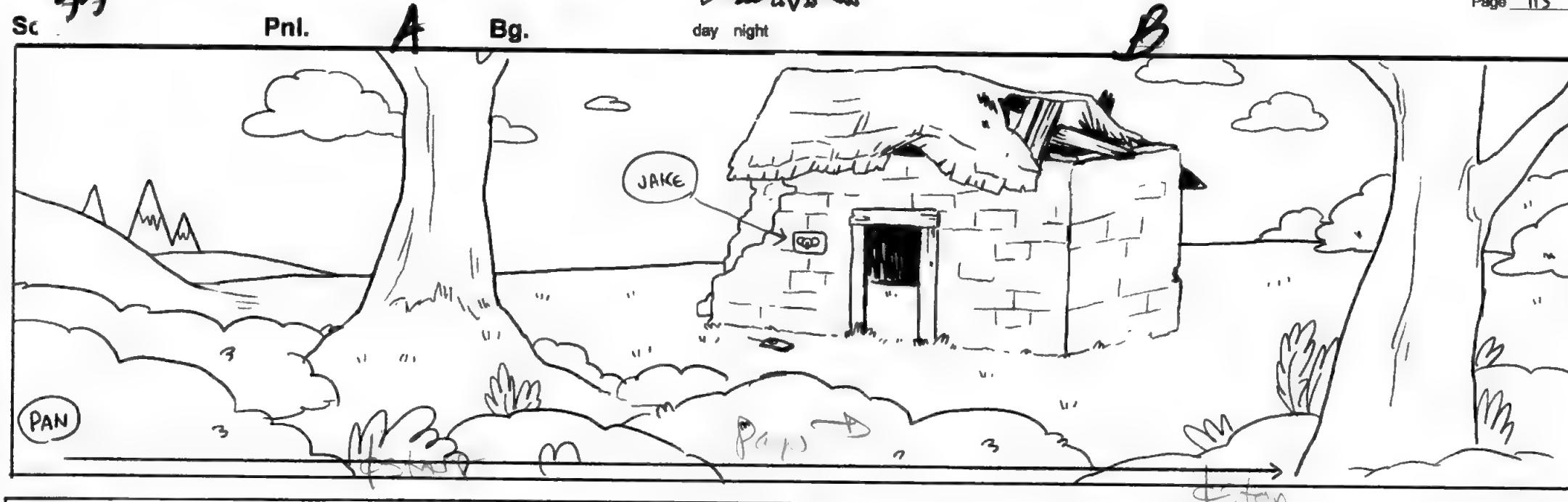
Cut w/ -  
1.025/177 post

1025-177

Stop

EPISODE #

1025/177



Dialog:

X015 to Twilight

11 TWILIGHT FALLS ON THE PEACEFUL FOREST, A TWILIGHT UNAWARE OF THE STRUGGLES IT BOTH SOOTHES AND CONCEALS.

X015

Action:

- PAN RIGHT ACROSS TWILIT BRICK SHACK/ PURPLE SKY.

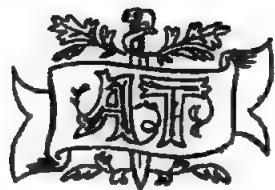
Timing:

MAR 20 2014

Production:

1025/177

# ADVENTURE TIME



Sc. 56

Pnl. A

Bg.

day night



Sc. 56

cont

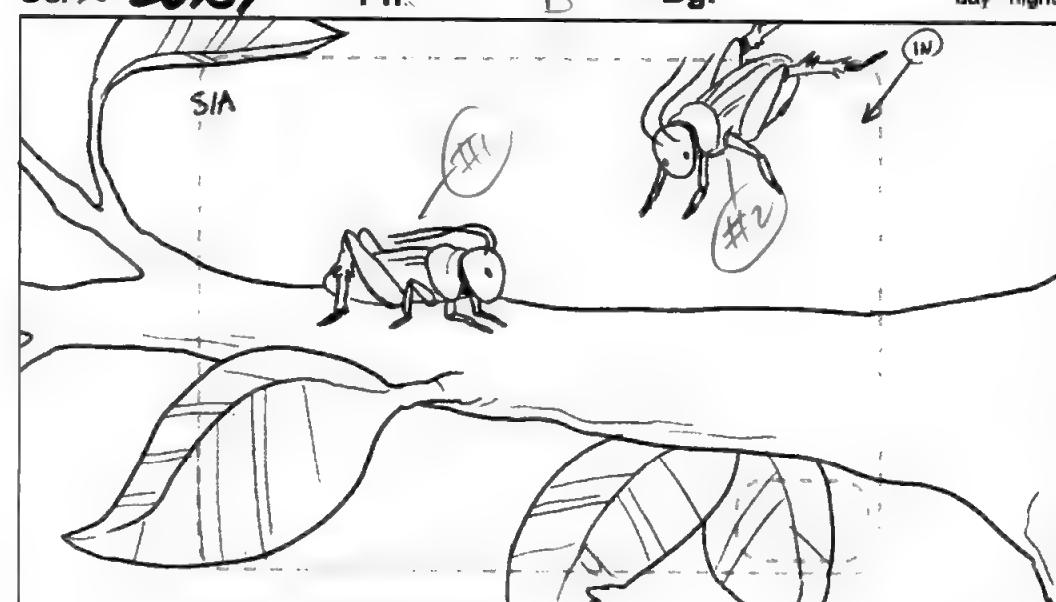
Pnl

B

Bg.

day night

Page 116



Dialog:

X/X DIS

J/ (O/S) THE CRICKETS BEGIN TO STIR. . .

Action:

- 2ND CRICKET LEAPS ON/S

MAR 20 2014

Timing:

Production :

EPISODE # 1025-177

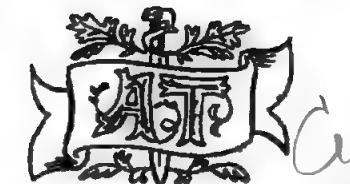
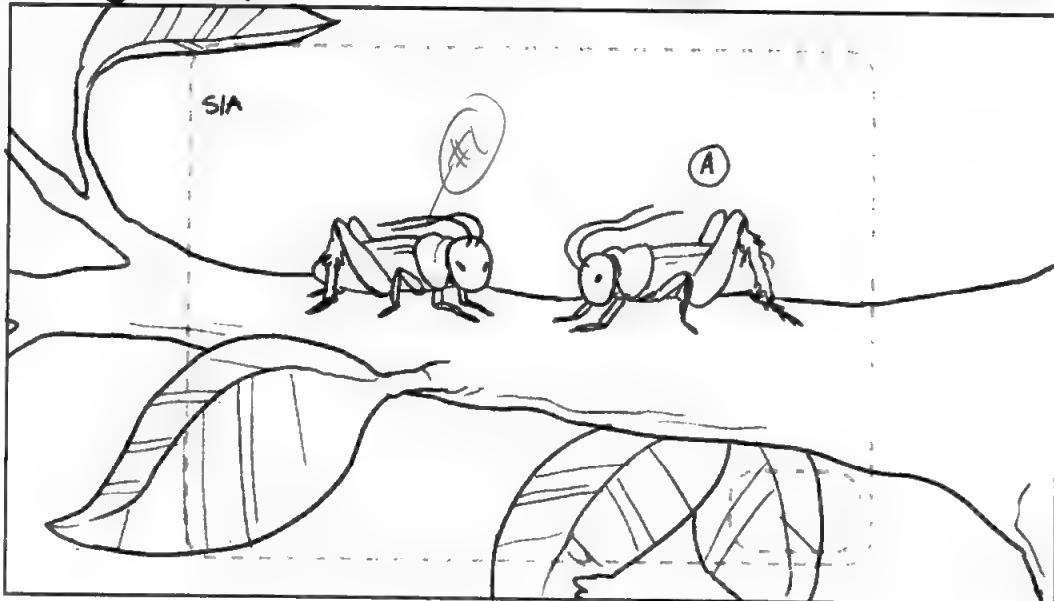
1025/177

# ADVENTURE TIME

1025/177

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Sc. 56 cont Pnl. C Bg.



day night

Sc. 57

Pnl.

A Bg.

Page 117

day night



## Dialog:

J/ (OIS) REHEARSING THEIR MUSICAL RAPSODIES...

SFX: \*CRICKETS\*

J/ IN THE DISTANCE ...

## Action:

CRICKETS RUB LEGS & WINGS TOGETHER



## Timing:

MAR 20 2014

Production:

1025/177

1025/177

1025/177

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# ADVENTURE TIME



day night

Sc. 57 *cont*

Pnl. B

Bg.



Sc. 57 *cont*

Pnl. c

Bg.

Page 118

day night



### Dialog:

J/ FLASHES OF HEAT LIGHTNING ILLUMINATE A PURPLE SUMMER SKY

X.D. 13

### Action:

-LIGHTNING FLASHES. INTERMITTANTLY.

MAR 20 2014

### Timing:

Production:

Cart  
w/ XDI  
Sp +

EPISODE # 1025-177

XX

1025/177

1025/177

1025/177

Cut w/ 30's

# ADVENTURE TIME

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Sc. 58

Pnl. A

Bg.

day night

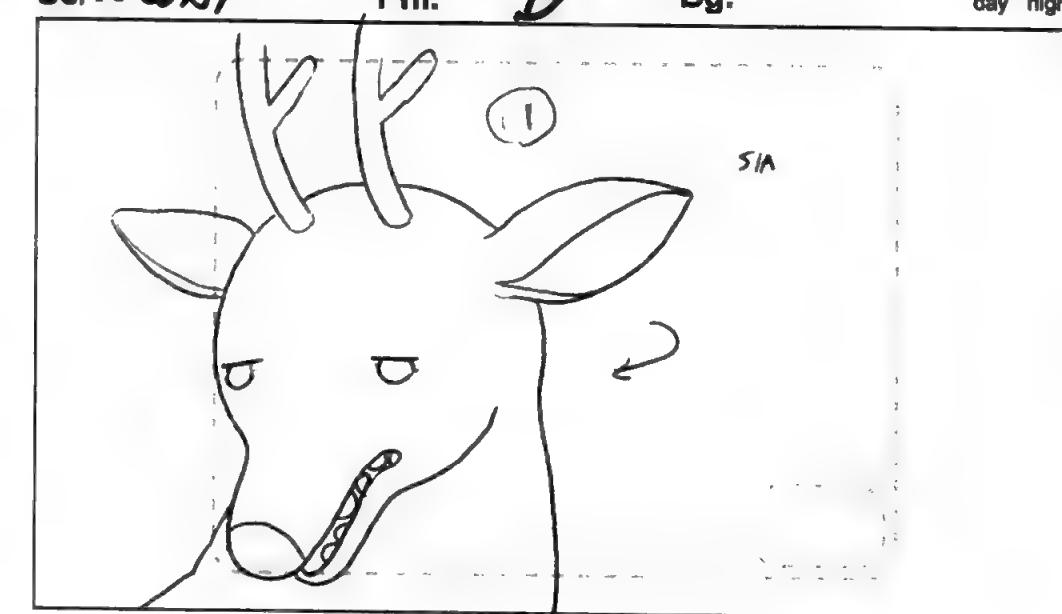


Sc. 58 CONT

Pnl. B

Bg.

Page 119  
day night



Dialog:

X DISSS



J/ (O/S) EVEN ANGRY DEER AT LAST MUST COME TO REST...

(A1)

(A2)

MAR 20 2014

SFX: \* CHEWING \*

Action:

-DEER CHEWING

Timing:



- DEER LOOKS AROUND BORED



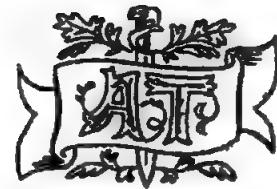
Production:

EPISODE # 1025-177

1025/177

1025/177

# ADVENTURE TIME



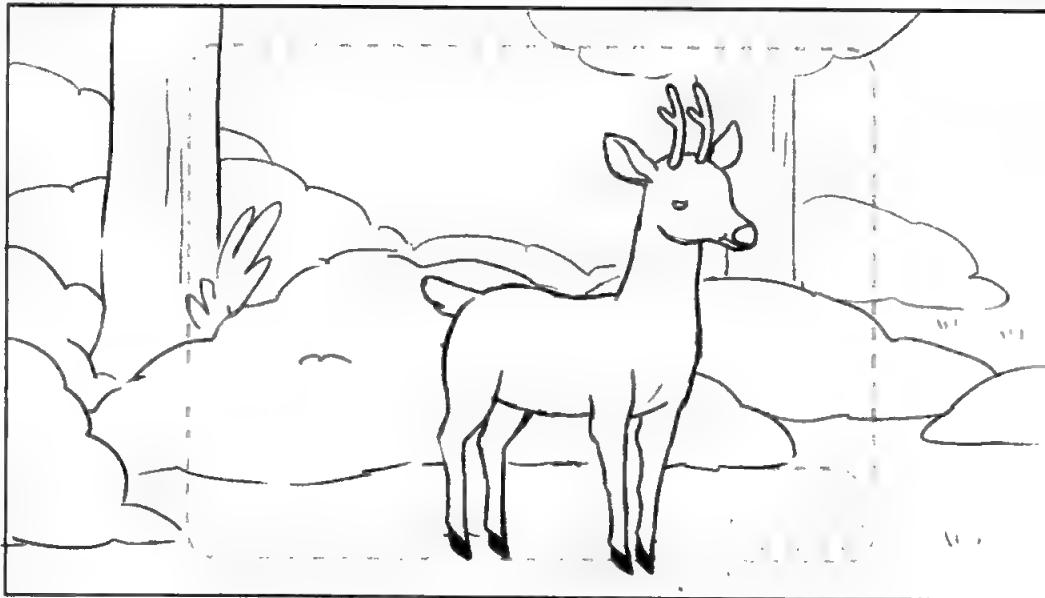
Page 120

Sc. Sq

Pnl. A

Bg.

day night

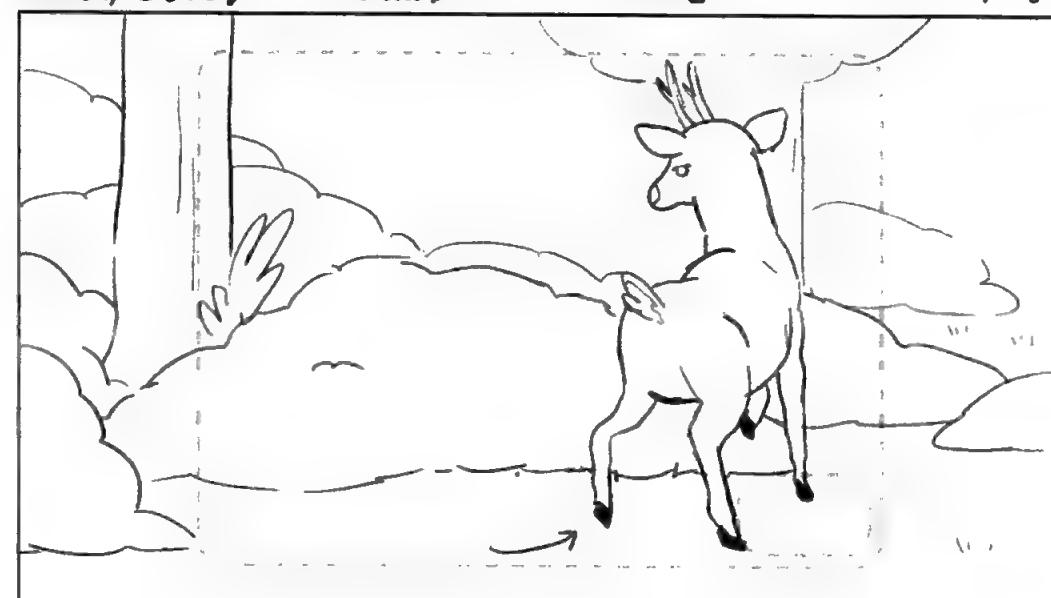


Sc. Sq CONT

Pnl. B

Bg.

day night



Dialog:

J/ (O/S) AND SO IT IS WITH OUR ERSTWHILE ANTAGONIST.

Action:

- DEER WALKS TOWARDS BUSHES

MAR 20 2014

Timing:

Production:

EPISODE # 1025-177

1025/177

# ADVENTURE TIME



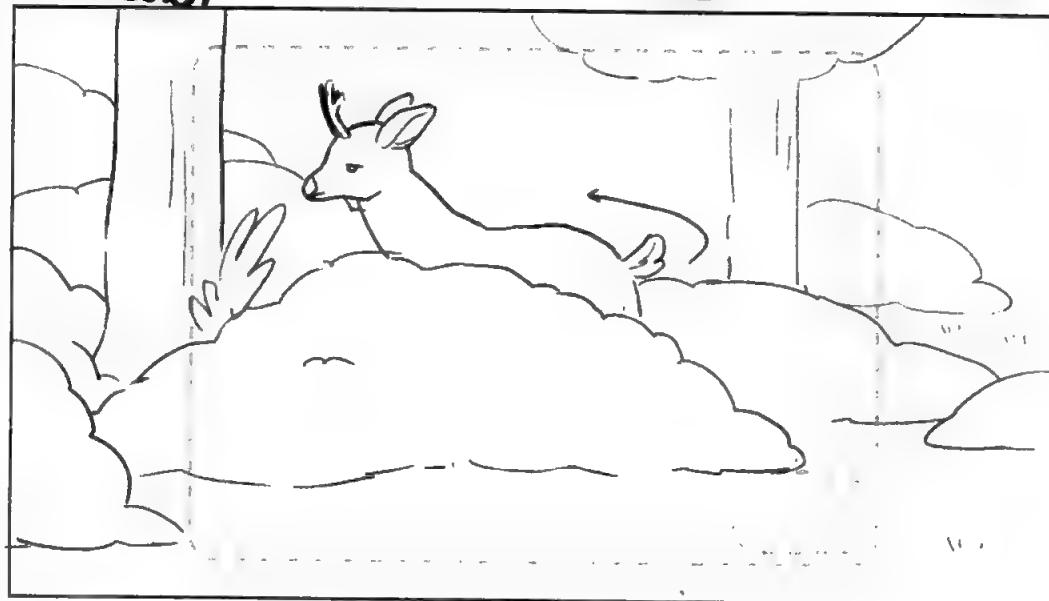
Page 121

Sc. 59 **CONT**

Pnl. C

Bg.

day night

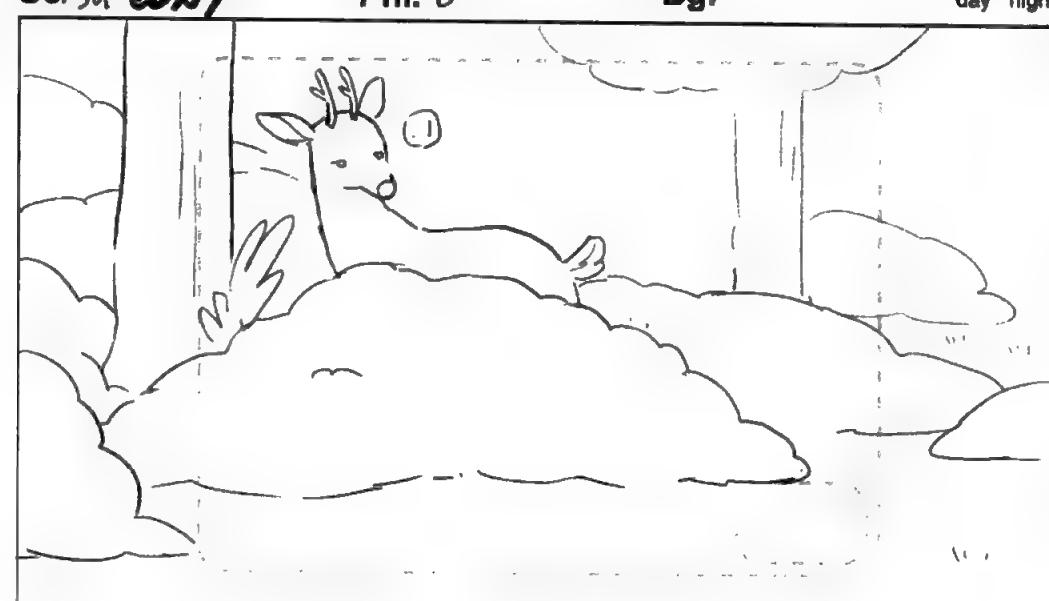


Sc. 59 **CONT**

Pnl. O

Bg.

day night



**Dialog:**

**Action:**

**Timing:**

DEER LOOKS AROUND SUSPICIOUSLY



Production :

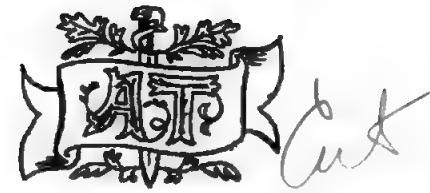
1025/177

1025/177

1025/177

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# ADVENTURE TIME



Page 122

Sc. 54 ~~CONT~~

Pnl. E

Bg.

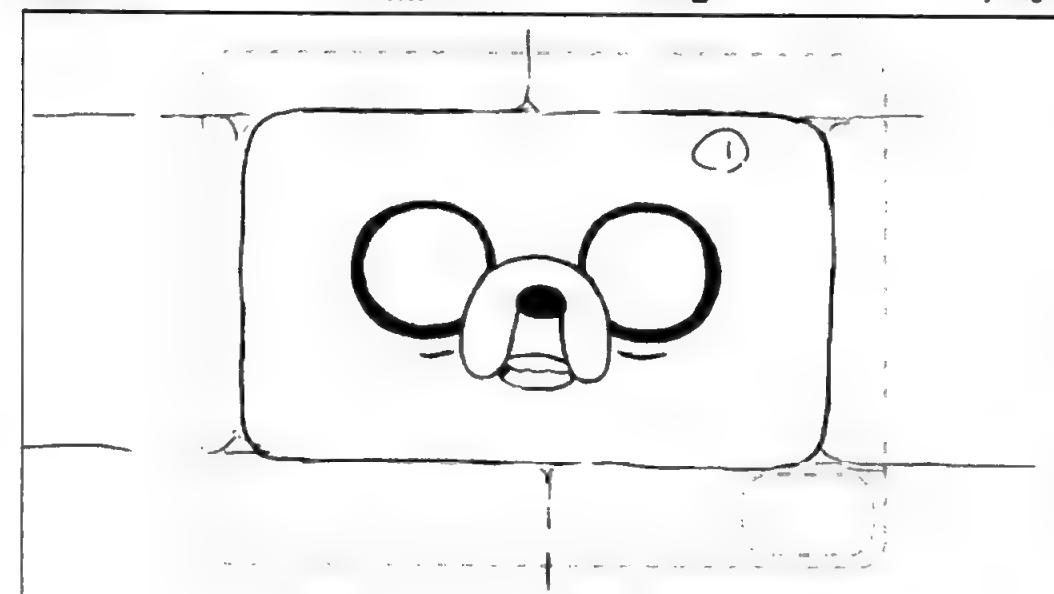
day night

Sc. 60

Pnl. A

Bg.

day night



### Dialog:

J / (COS) WHO HAS DISAPPEARED INTO A STAND OF TREES.

J / PERHAPS TO DREAM OF TOMORROW'S FORTRESS BATTLES.

### Action:

- J GETTING DROWNS

### Timing:



Production :

EPISODE # 1025-177

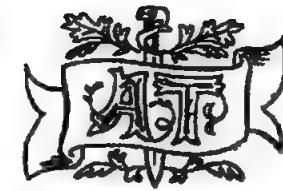
1025/177

1025/177

1025/177

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# ADVENTURE TIME



Page 123

Sc. 60 cont

Pnl.

B

Bg.

day night

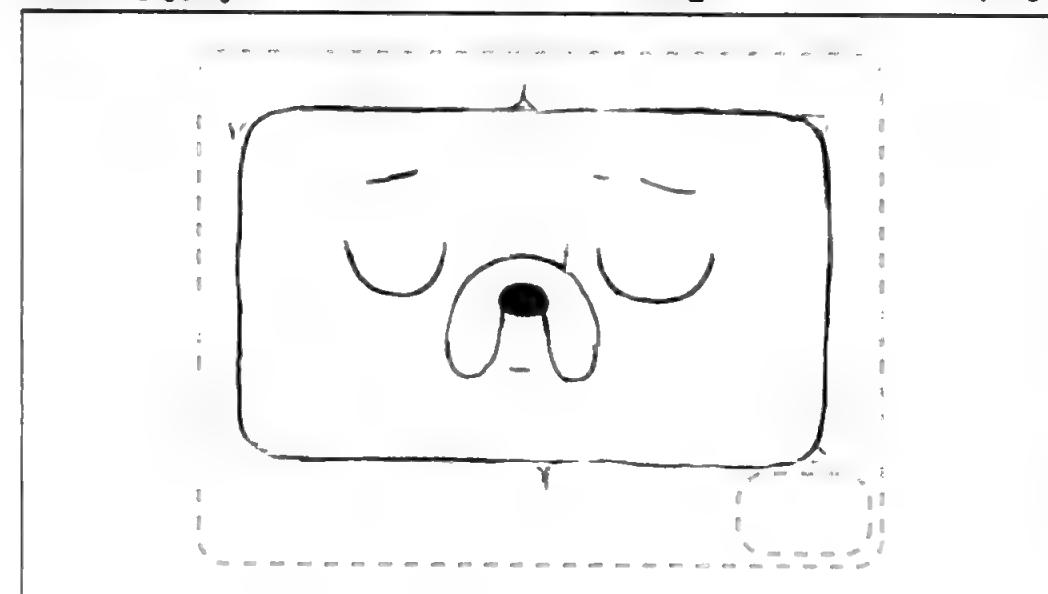
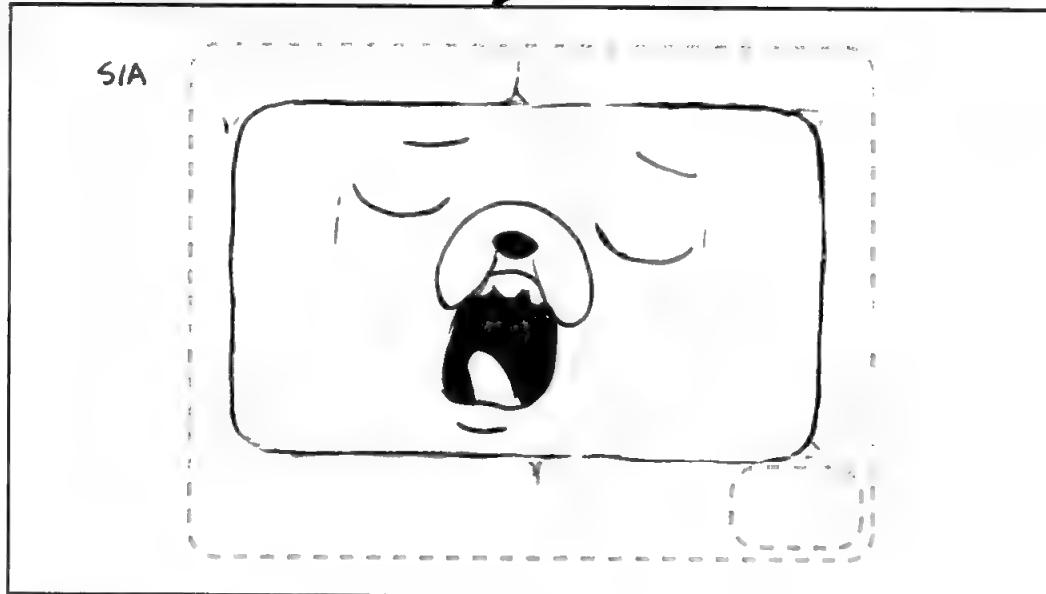
Sc. 60 cont

Pnl.

C

Bg.

day night



Dialog:

J/ (YAWN)

Action:

- JAKE FALLS ASLEEP MAR 20 2014

Timing:

Production :

1025/177

1025/177

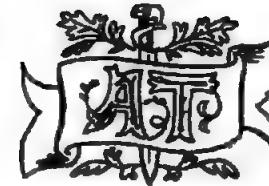
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# ADVENTURE TIME

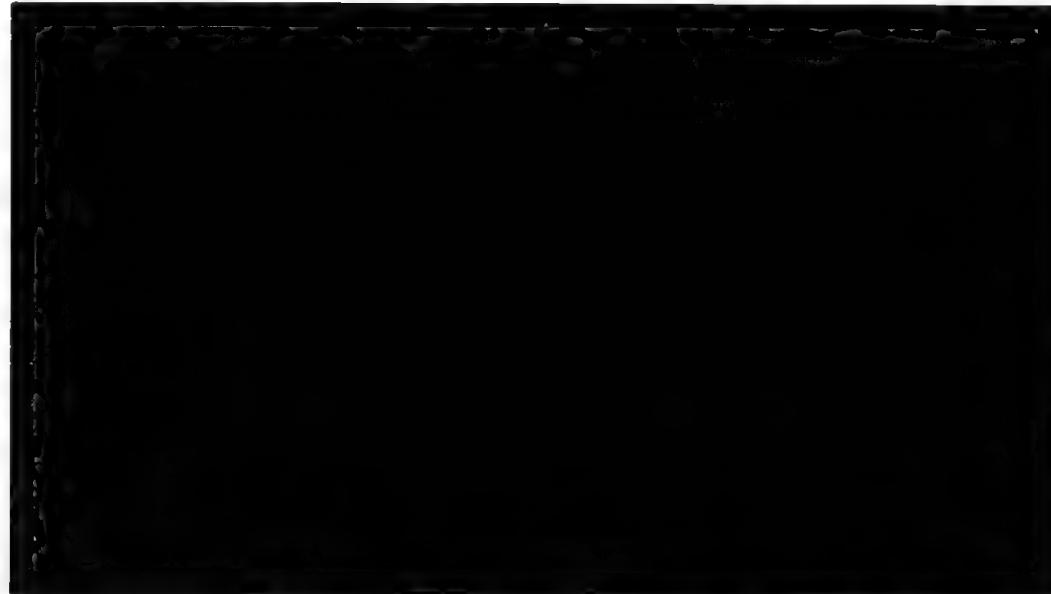
Sc. 60 ~~CONT~~

Pnl. D

Bg.



day night



day night

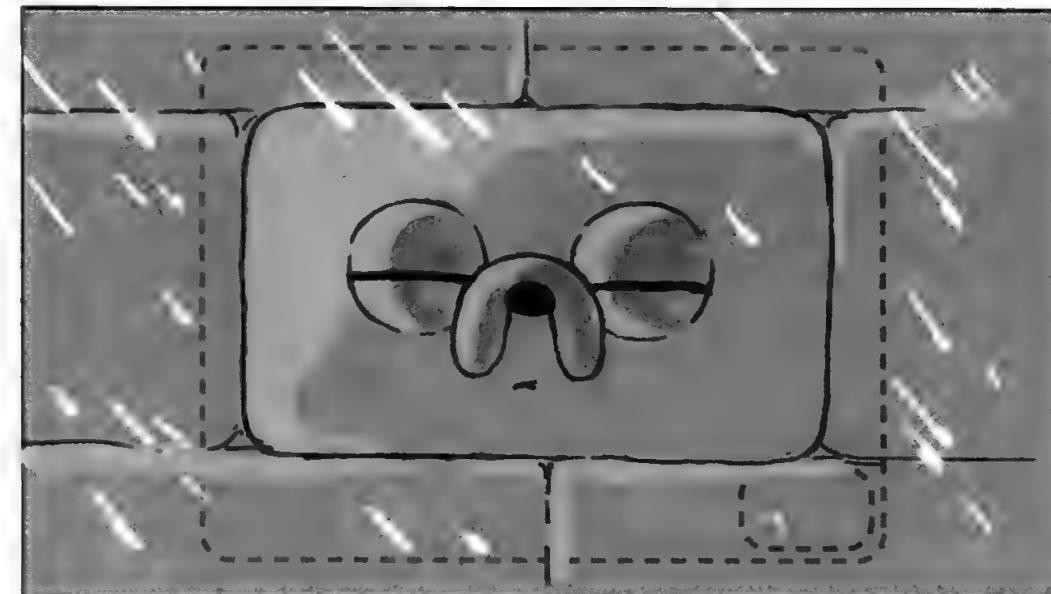
Sc. 61

Pnl. A

Bg.

day night

Page 124



Dialog:

FADE to Black

Action:

FADE TO BLACK

Timing:

FADE UP

SFX: WIND RAIN

- INTENSE WIND & RAIN

MAR 20 2014

Production:

EPISODE# 1025-177

1025/177

1025/177

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# ADVENTURE TIME



Page 125

day night

Sc. 61 CONT

Pnl. B

Bg.

day night

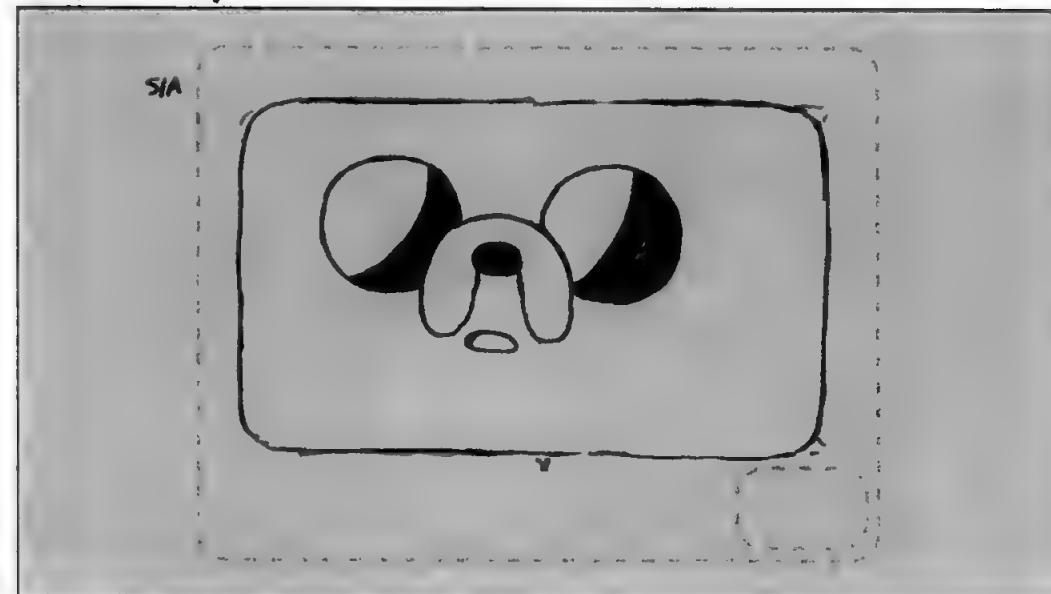
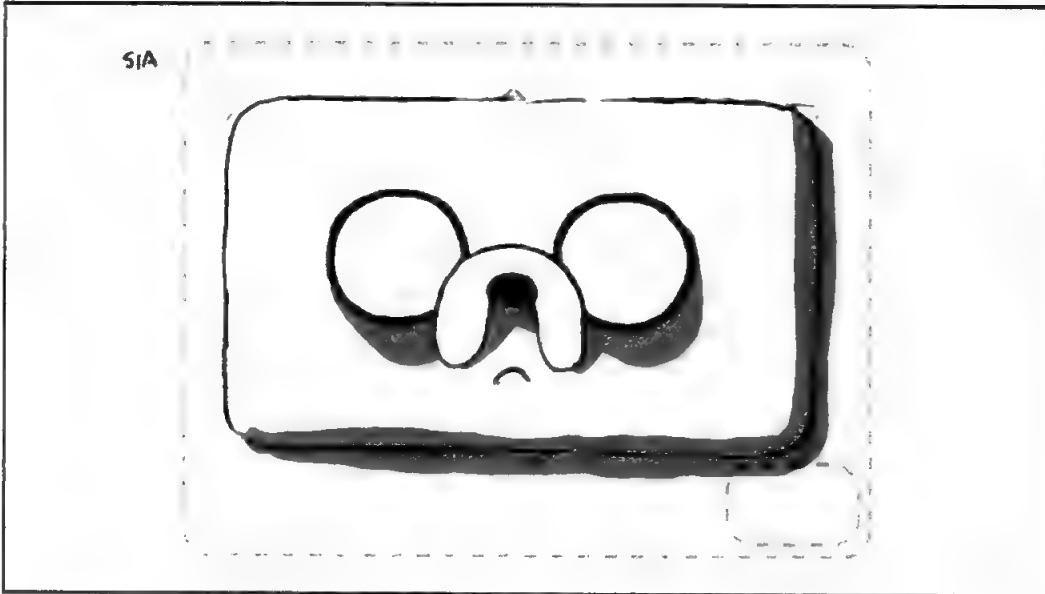
Sc. 61 CONT

Pnl. C

Bg.

day night

Cut



EPISODE # 1025-177

1025/177

Dialog:

SFX: \* THUNDER \*

Action:

LIGHTNING FLASHES (RAIN & WIND CONT)

- J. LOOKS UP  
- LIGHTNING FADES

MAR 20 2014

Timing:

Production:

1025/177

# ADVENTURE TIME

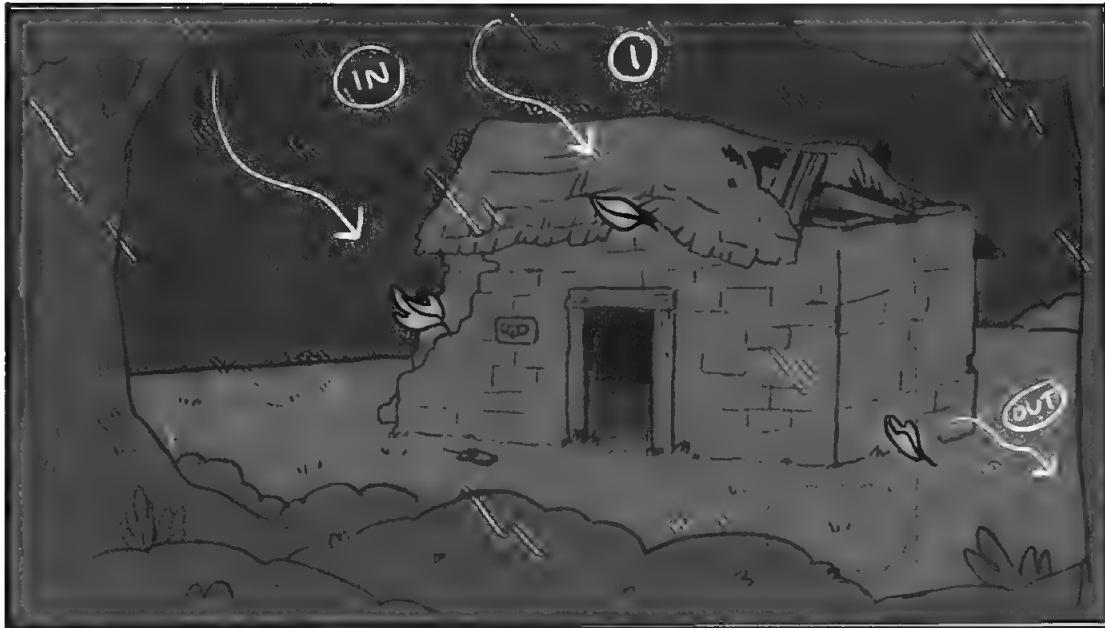


Sc.62

Pnl. A

Bg.

day night



Sc. 62 *CONT*

Pnl. B

Bg.

Page 126  
136 *NEXT*  
day night



Dialog:

SFX / WIND, RAIN

Action:

- LEAVES BLOW BY -  
SEE NEXT PG. FOR POSES

- SKY IS LIT UP BY LIGHTNING,  
- LIGHTNING! RAIN & WIND CONT

MAR 20 2014

Timing:

EPISODE # 1025-177

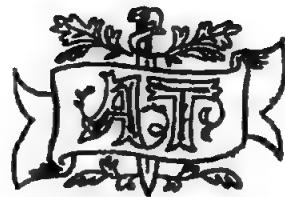
Production :

1025/177

1025/177

# ADVENTURE TIME

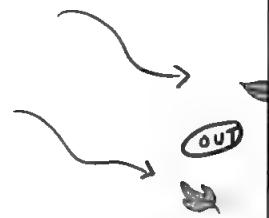
Sc 62 LEAF poses



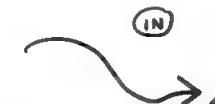
Page 126 A  
127 NEXT

②

BG/SA



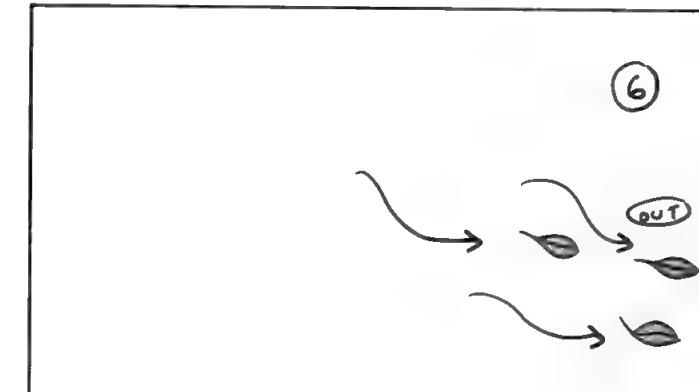
③



④



⑤



⑧



MAR 20 2014

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1025/177

# ADVENTURE TIME

1025/177

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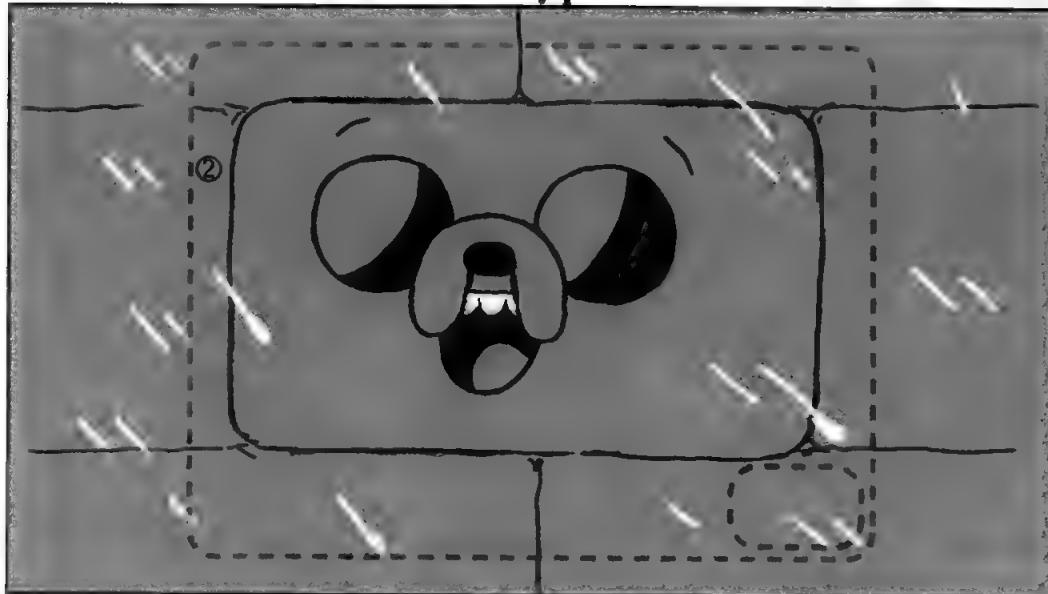
Sc. 63

Pnl.

A

Bg.

day night



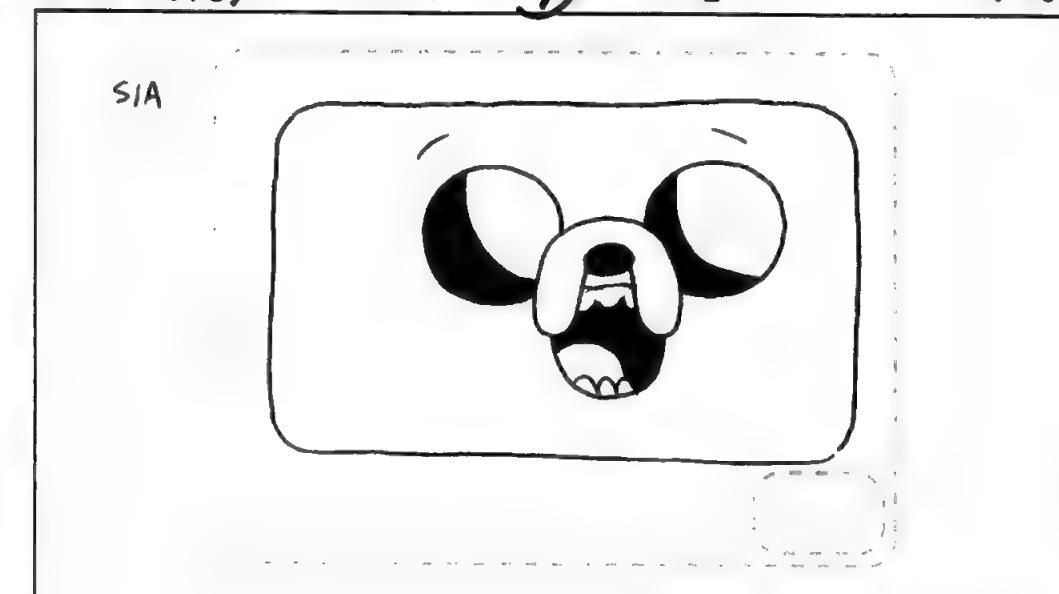
Sc. 63 CONT

Pnl.

B

Bg.

day night



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day night

Dialog:

J/ OH MY GLOB IT'S A CRAZY STORM!!

(NO lightning fx)

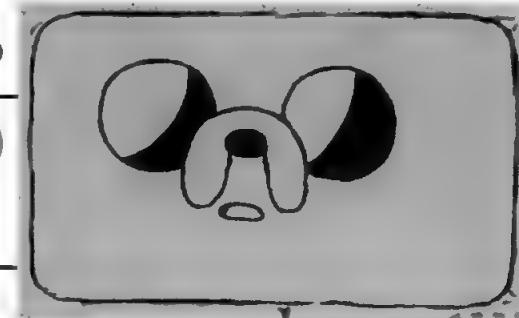
J/ THIS MIGHT BE IT!

Action:

- J. LOOKS AROUND EXCITEDLY.

Timing:

①  
A1



MAR 20 2014

Production:

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# ADVENTURE TIME

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Sc. 63 *CONT*

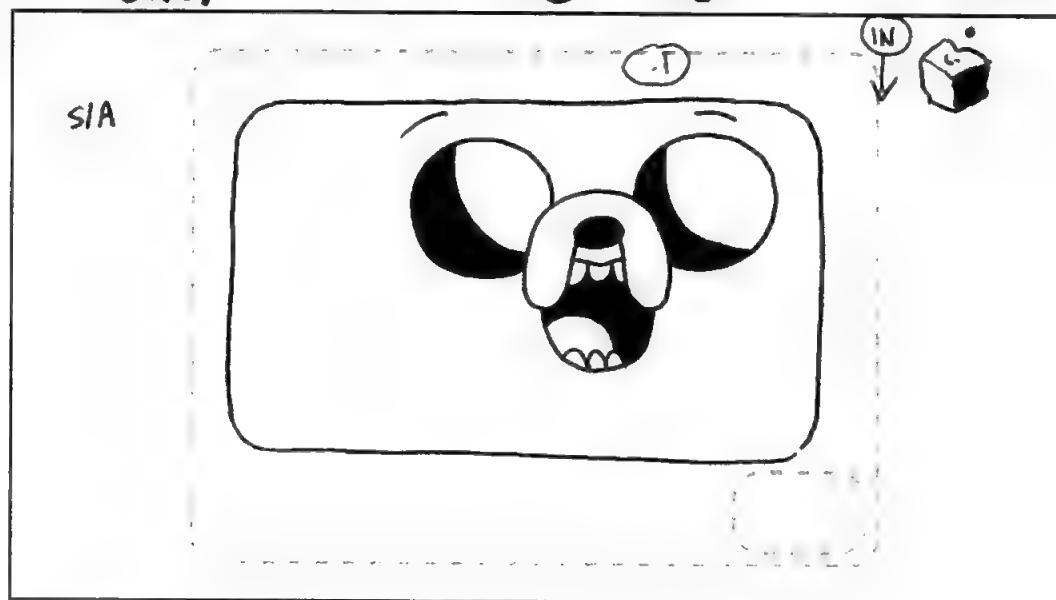
Pnl.

C

Bg.



day night



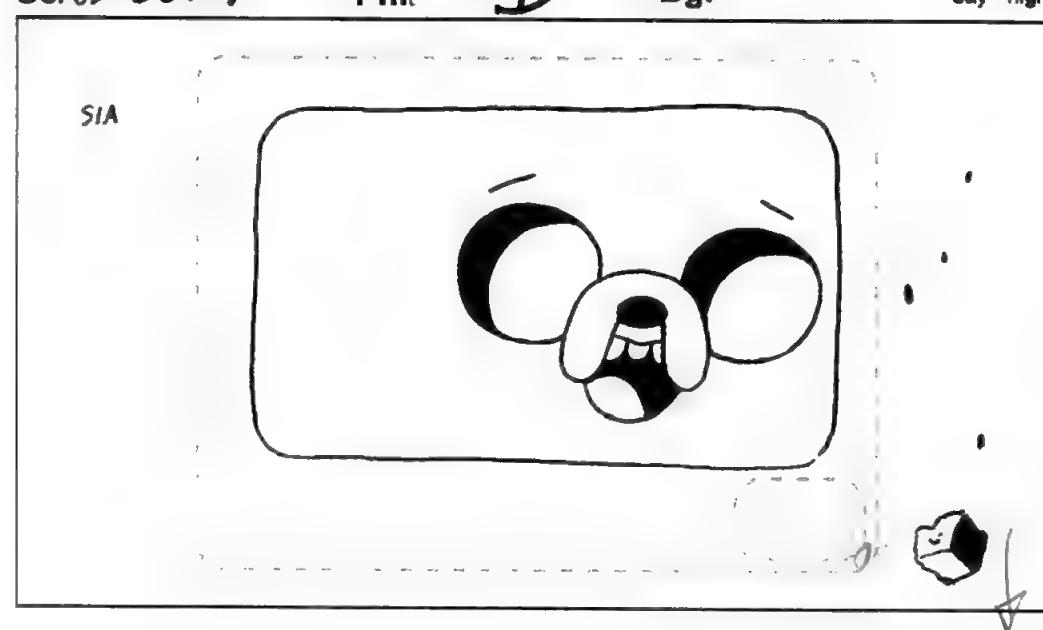
Sc. 63 *CONT*

Pnl.

D

Bg.

day night



Page 128

## Dialog:

J/ THIS WEATHER MIGHT KNOCK --

J/ (CONT'D) THE WHOLE THING DOWN!

## Action:

C1 C2

J WATCHES PIECE OF SHACK CRUMBLE & FALL - RAIN & WIND CONT'D.

MAR 20 2014

## Timing:



Production :

EPISODE # 1025-177

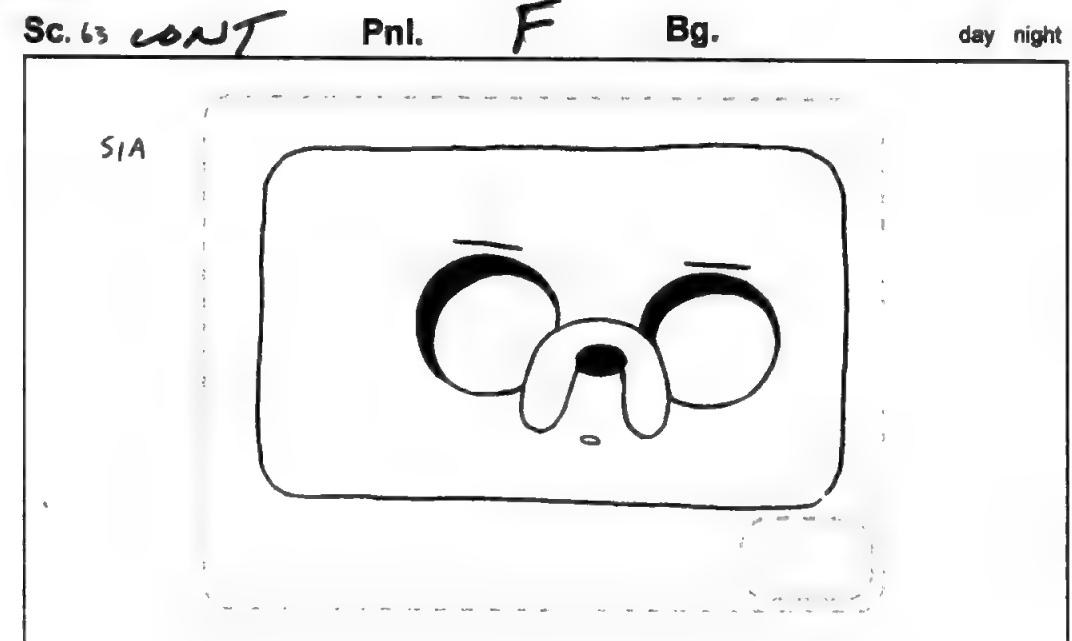
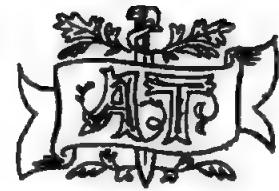
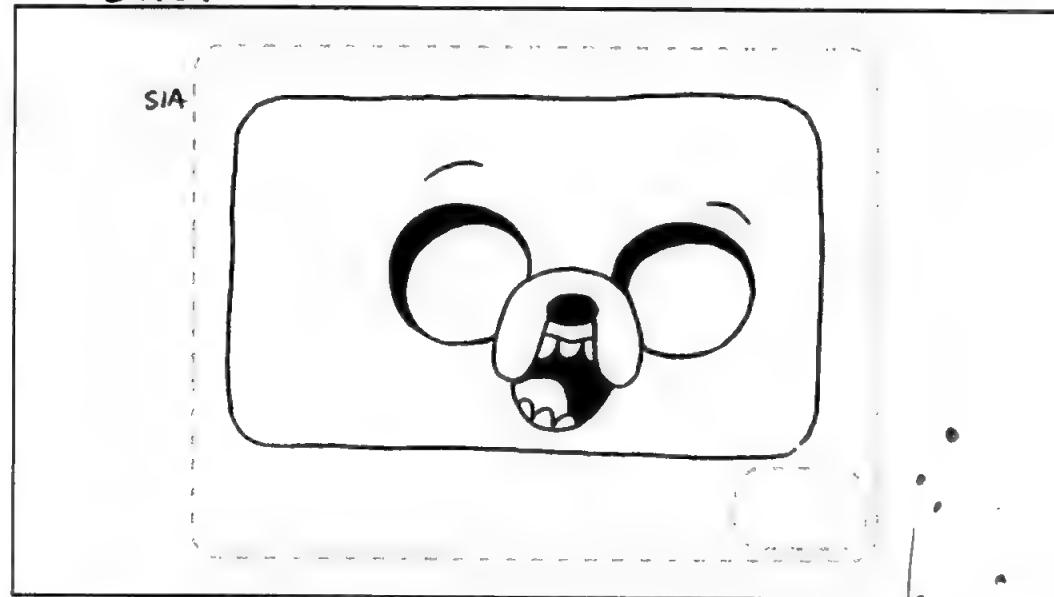
1025/177

1025/177

# ADVENTURE TIME

1025/177

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**Dialog:**

J1 HA HA HA HA!

*Dawn*  
OS

BUNNY / (O/S) (CHITTER CHITTER)

**Action:**

**Timing:**

MAR 20 2014

Production :

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# ADVENTURE TIME

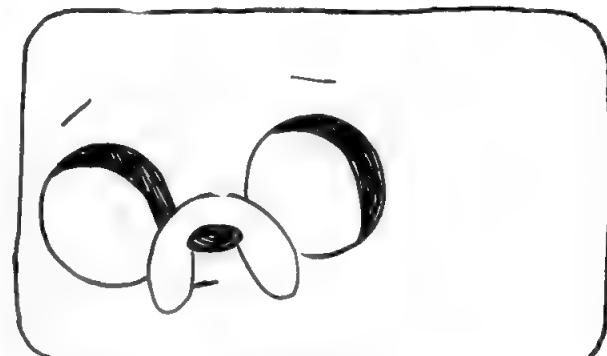
Sc. 63 **CONT**

Pnl.

G

Bg.

SIA



day night

Sc. 64

Pnl. A

Bg.

day night

Page 130



Dialog:

Action:

- J. LOOKS TOWARDS BUNNY.

- MR. BUNNY LOOKS AROUND WORRIED

Timing:

MAR 20 2014

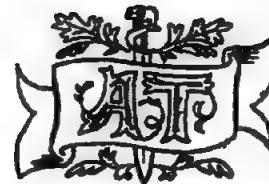


Production :

EPISODE # 1025-177

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# ADVENTURE TIME



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Sc. 64 *CONT*

Pnl. B

Bg.

day night

Sc.

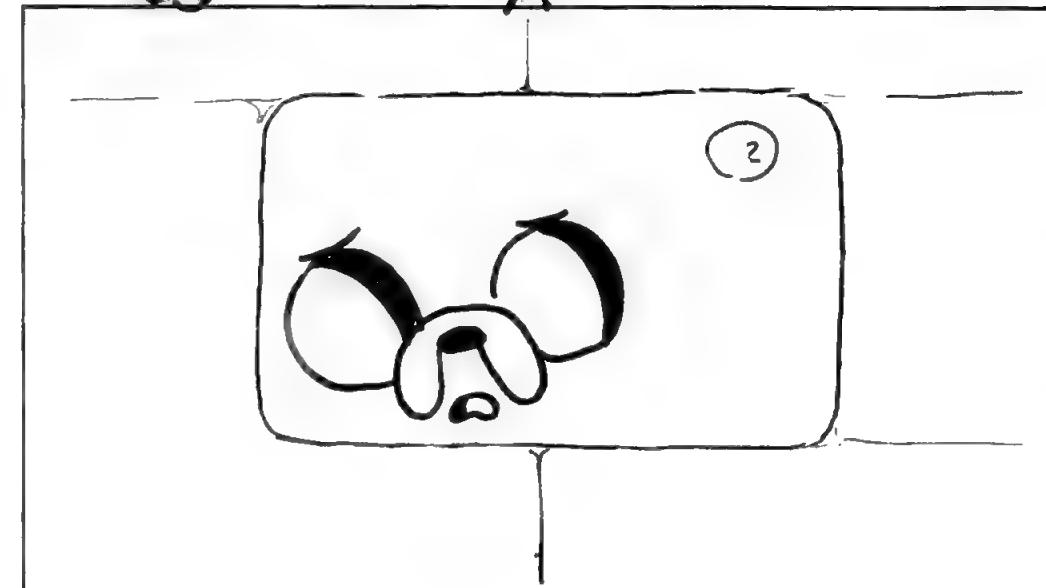
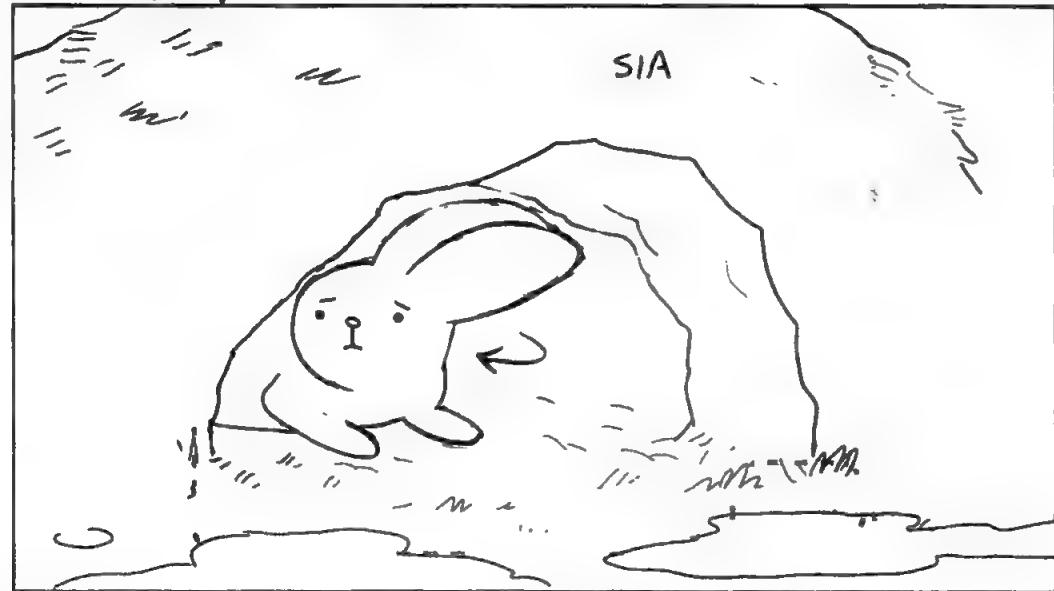
65

Pnl.

A

Bg.

day night



1025/177

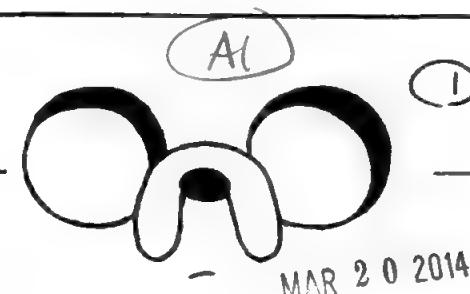
Dialog:

Action:

- B TURNS

- WIND & RAIN CONT'D

Timing:

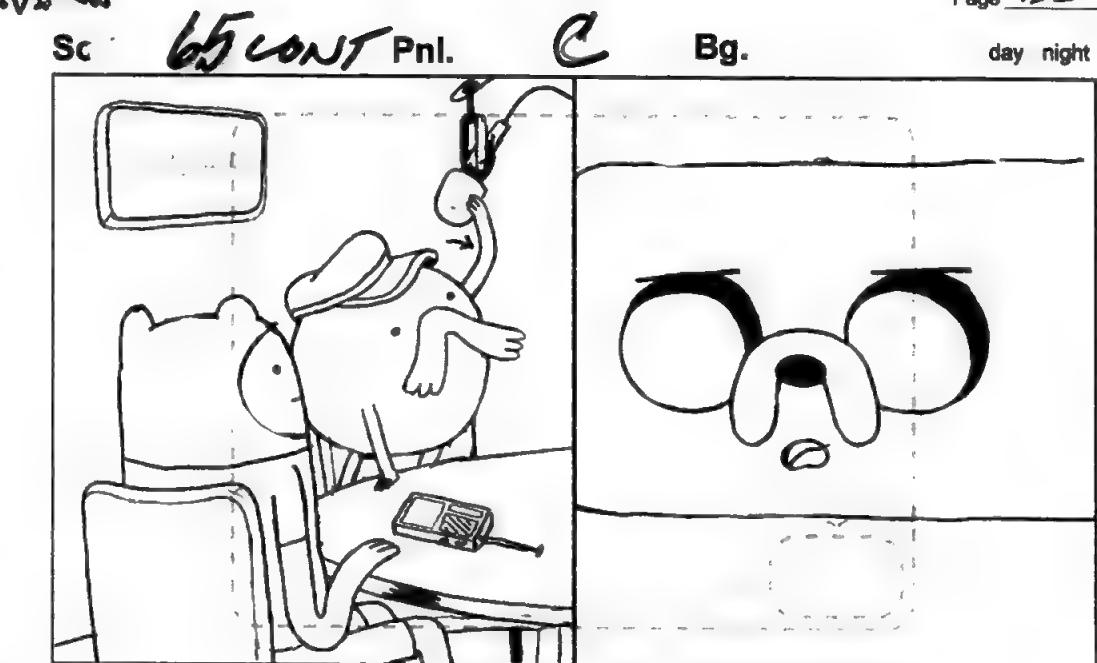
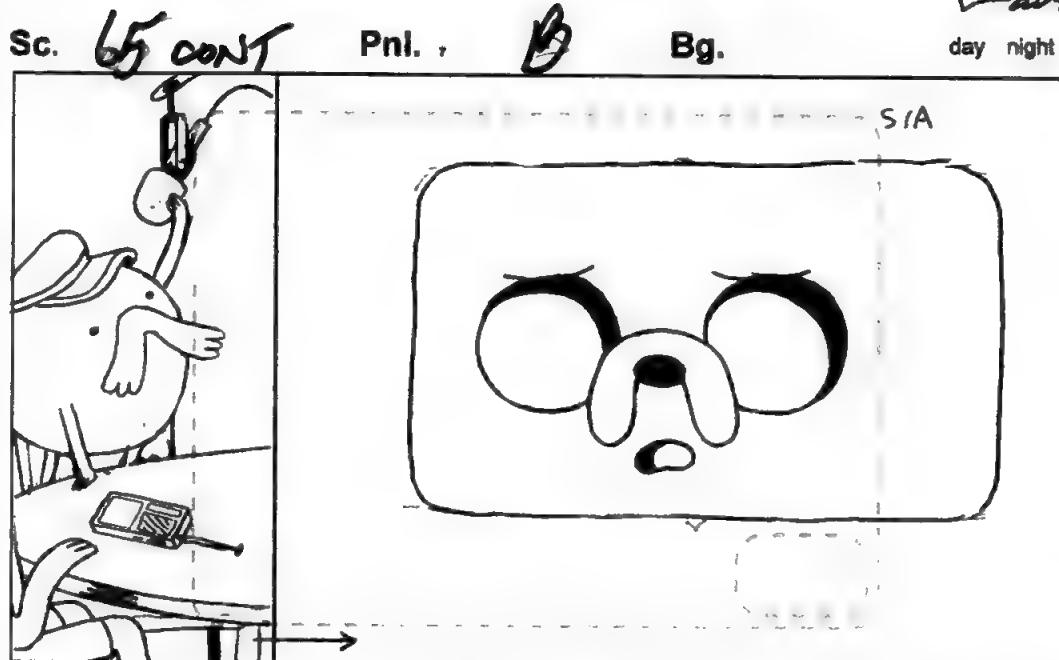


Production:

1025/177

# ADVENTURE TIME

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Dialog:

Prin [in split screen]

SFX/ RAIN, WIND, LIGHTNING

JJ IF A DEFINITION OF BRAVERY EXISTS...

Action:

- SPLIT SCREEN PUSHES ON IS SLOWLY.

MAR 20 2014

Timing:

Production:

Page 132

EPISODE # 1025-177

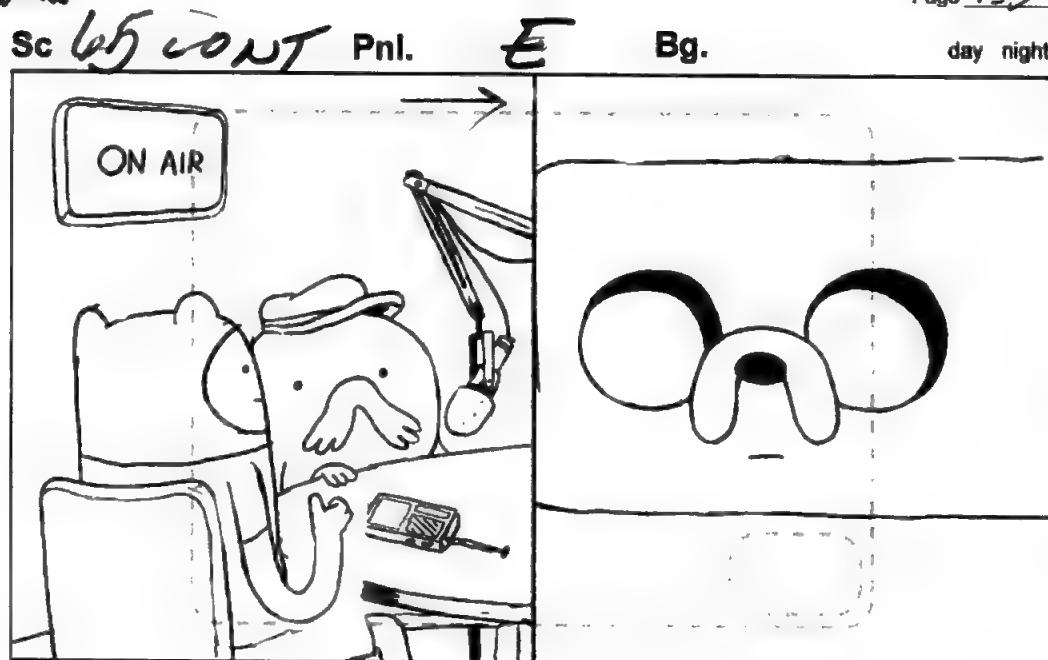
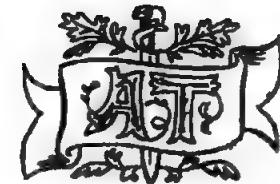
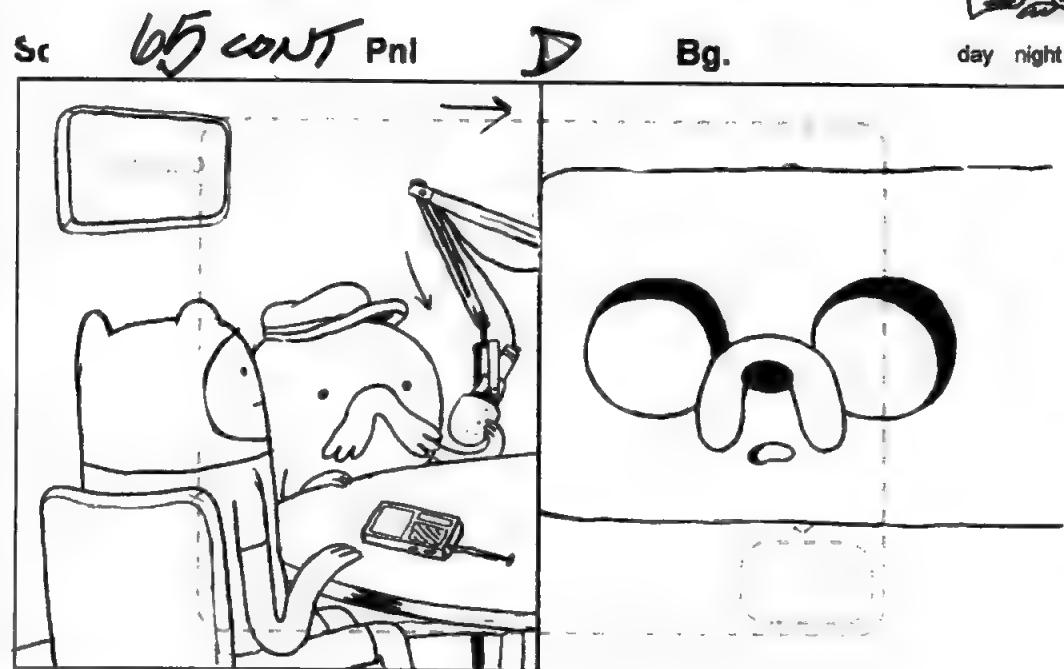
1025/177

1025/177

# ADVENTURE TIME

1025/177

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**Dialog:**

J/ THIS MUST BE IT.

**Action:**

STARCHY POSITIONS MIC OVER WALKIE TALKIE

F GIVES S A THUMBS UP, 'ON AIR' SIGN ILLUMINATES

**Timing:**

MAR 20 2014

Production:

1025/177

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EPISODE # 1025-177

1025/177

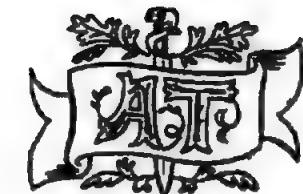
# ADVENTURE TIME

Cut

Sc. 67

Pnl.

Bg.



day night



Sc

67 cont

Pnl.

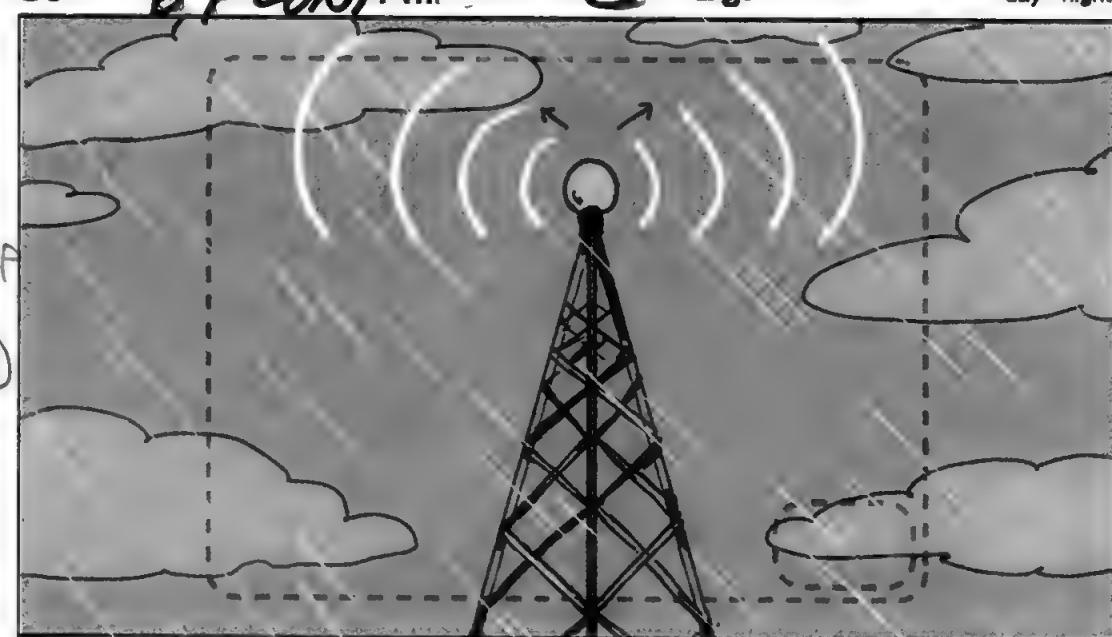
C

Bg.

Page 134

day night

Cut



Dialog:

J/J (015) A LONE BUNNY, FACING OFF AGAINST THE ELEMENTS...

A

START

- EXT. GRAVEYARD

- PAN UP RADIO TOWER, WAVES RADIATE OUT

MAR 20 2014

Timing:

Production :

EPISODE # 1025-177

1025/177

# ADVENTURE TIME

Cut

1025/177

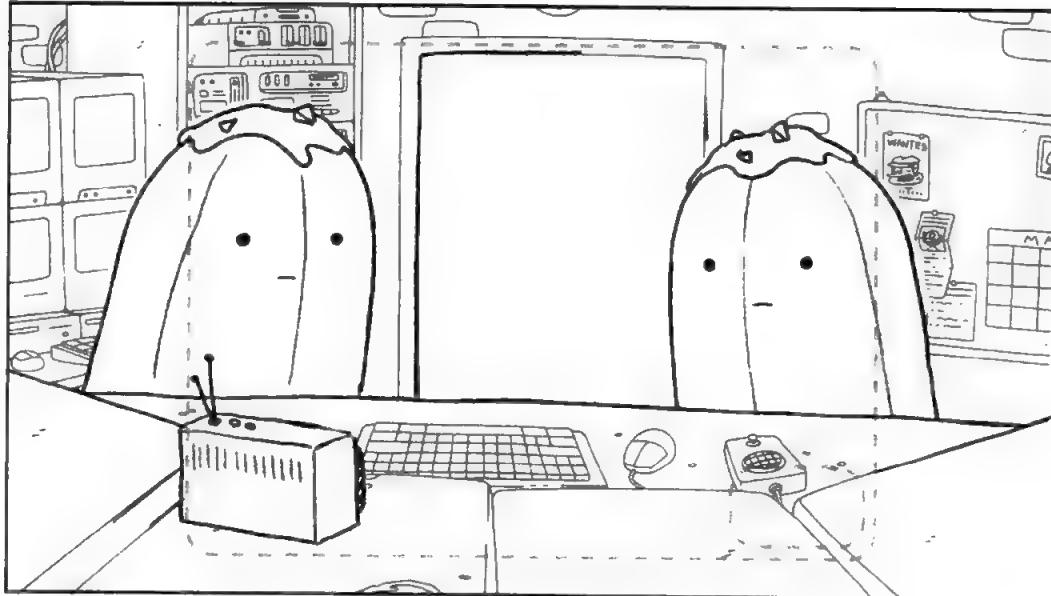
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Sc. 68

Pnl. A

Bg.

day night

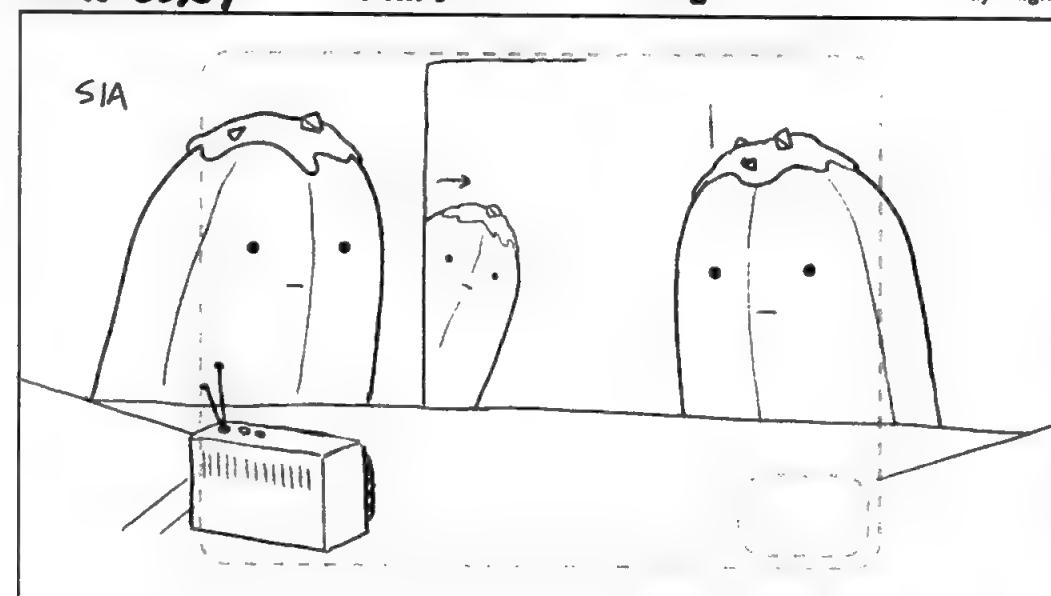


Sc. 68 CONT

Pnl. B

Bg.

day night



Dialog:

J1 (O/S) INEFFECTUALLY PUSHING AROUND  
SOME TWIGS WITH HIS PINK BUNNY NOSE

Action:

- 2 B.GUARDS LISTEN TO PORTABLE RADIO.

- B GUARD PEEKS INTO ROOM

Timing:

MAR 20 2014

Production:

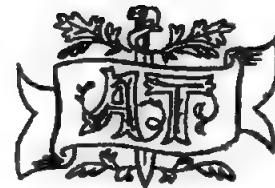
1025/177

EPISODE # 1025-177

1025/177

Page 13s

# ADVENTURE TIME

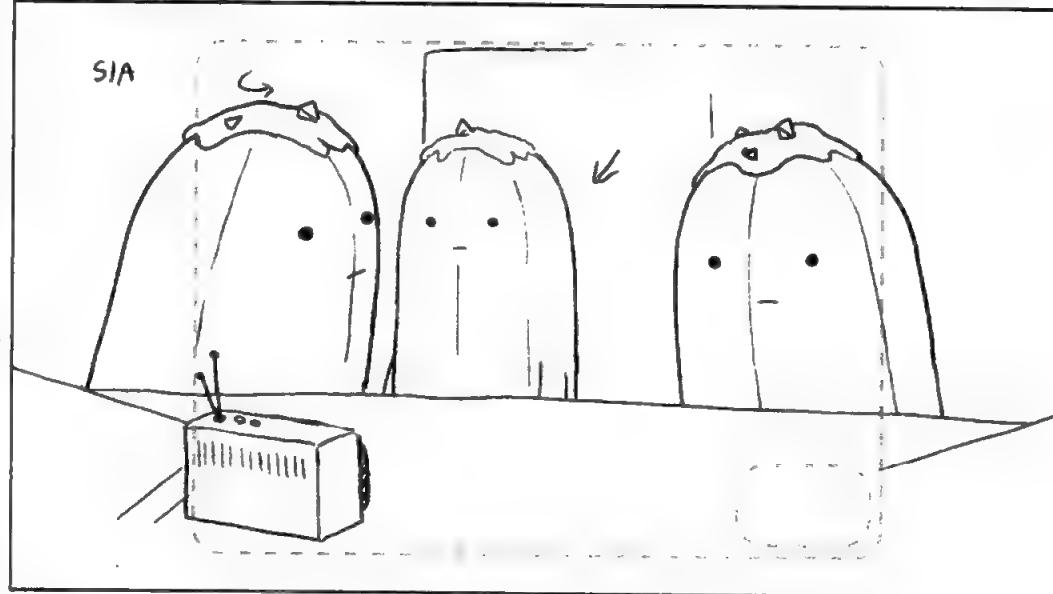


Sc. 68 *CONT*

Pnl. C

Bg.

day night

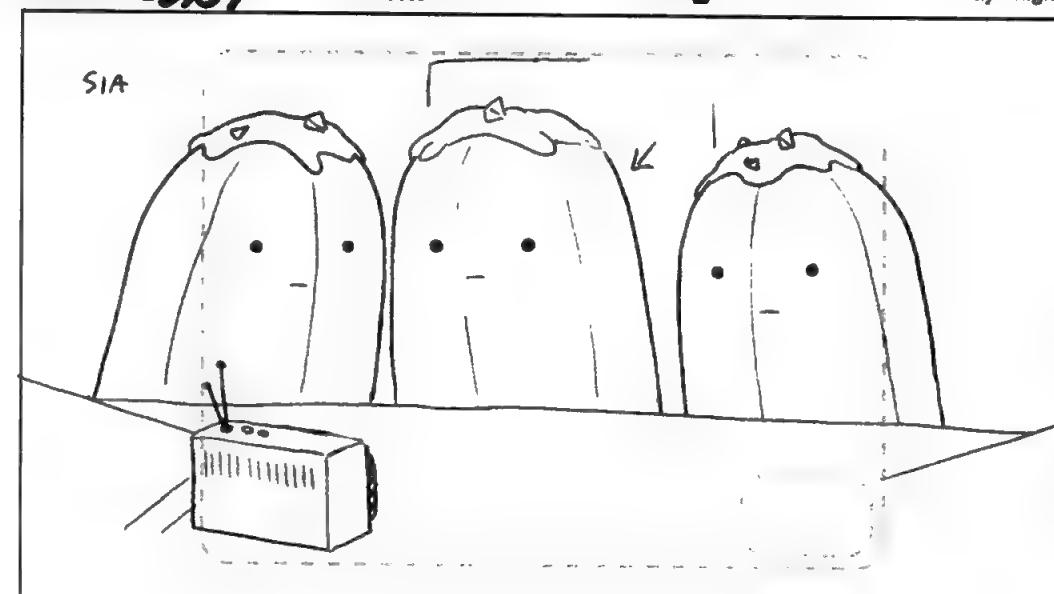


Sc. 68 *CONT*

Pnl. D

Bg.

day night



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*Cut*

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1025/177

Dialog:

Action:

B. GUARD WALKS INTO FOREGROUND

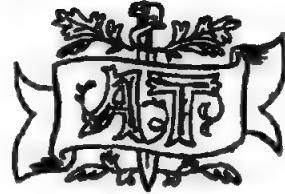
MAR 20 2014

Timing:

Production:

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# ADVENTURE TIME



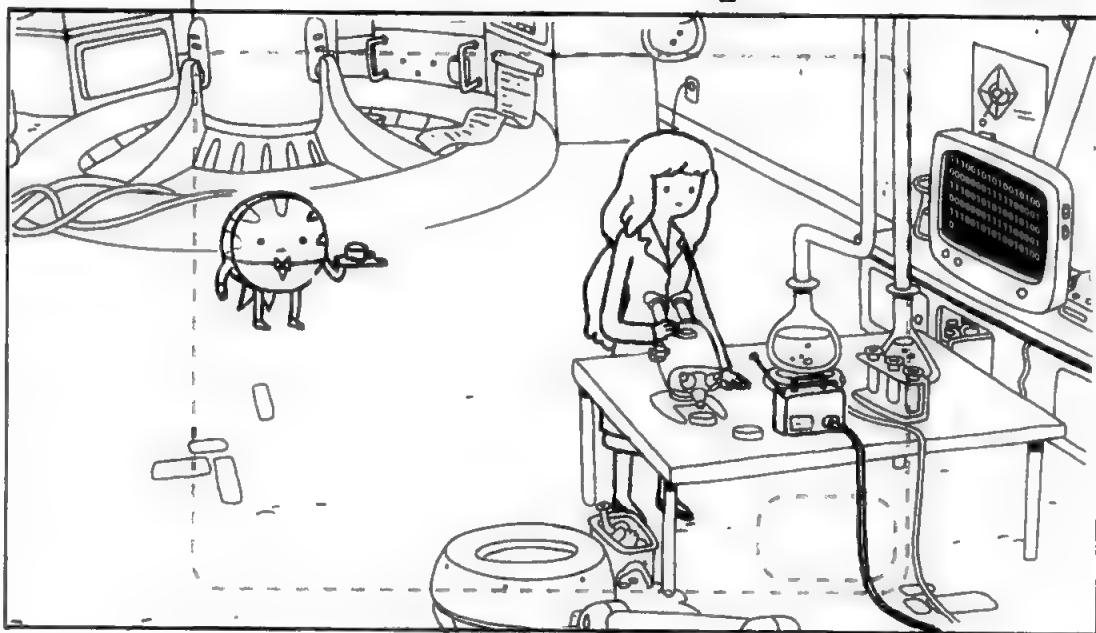
Page 137

Sc. 69

Pnl. A

Bg.

day night

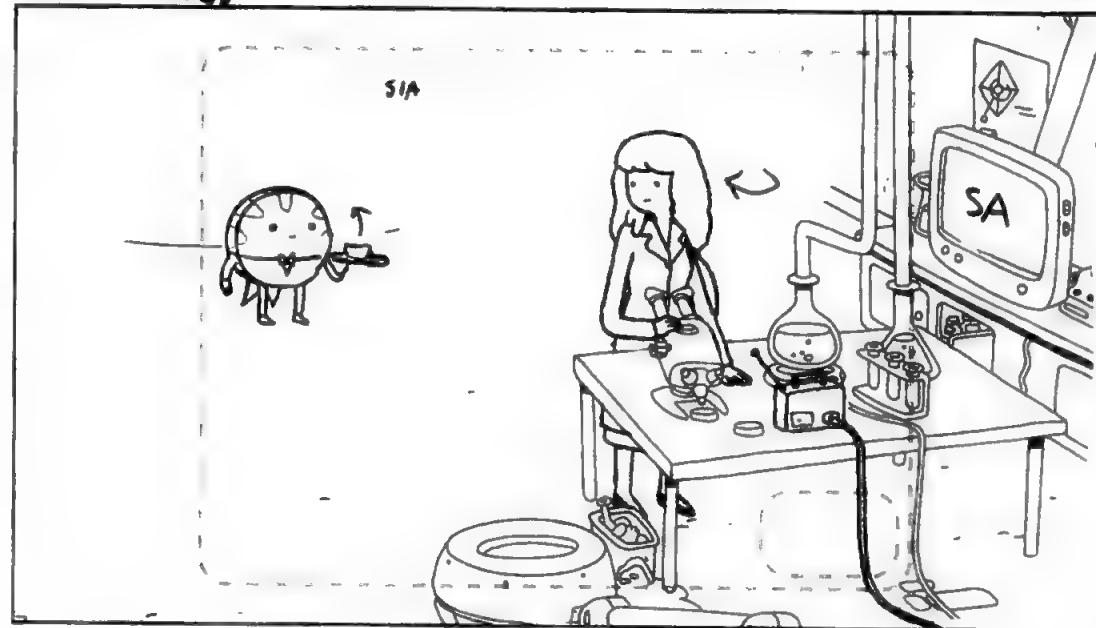


Sc. 69 cont

Pnl. B

Bg.

day night



Dialog:

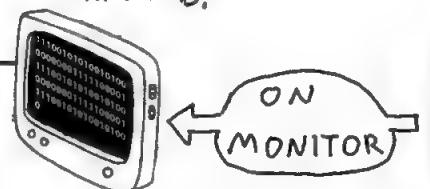
(015)

J/ A SYMBOLIC GESTURE, PERHAPS, BUT SOMETIMES THATS ALL WE HAVE. . .

Action:

- PGP-BUT & PB STARE AT RADIO.  
- INT. LAB.

Timing:



①

```
11100101010010100
0000000111100001
11100101010010100
0000000111100001
11100101010010100
0000000111100001
```

②

```
11100101010010100
0000000111100001
11100101010010100
0000000111100001
11100101010010100
0000000111100001
```

③

```
11100101010010100
0000000111100001
11100101010010100
0000000111100001
11100101010010100
0000000111100001
```

④

```
0000000111100001
11100101010010100
0000000111100001
0000000111100001
11100101010010100
0000000111100001
```

⑤

```
0000000111100001
11100101010010100
0000000111100001
0000000111100001
11100101010010100
0000000111100001
```

⑥

```
0000000111100001
11100101010010100
0000000111100001
0000000111100001
11100101010010100
0000000111100001
```

⑦

```
11100101010010100
0000000111100001
11100101010010100
0000000111100001
11100101010010100
0000000111100001
```

CYCLE ①, ②, ③, ④, ⑤, ⑥, ⑦, REPEAT

MAR 20 2014

PB + PGP BUT Look at each other.

Production :

1025/77

# ADVENTURE TIME



Page 136

Sc. 70

Pnl. A

Bg.

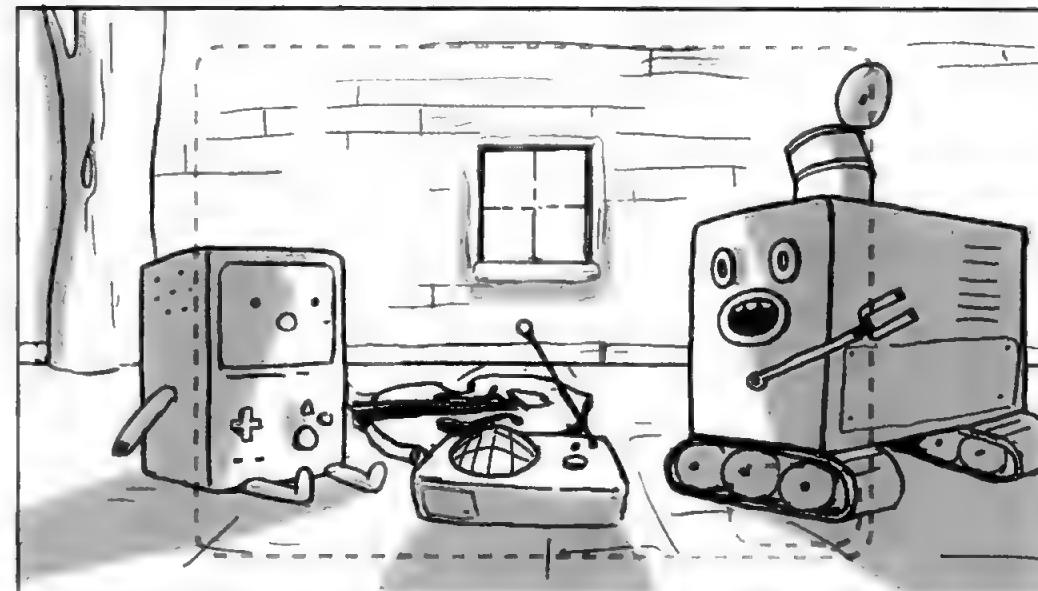
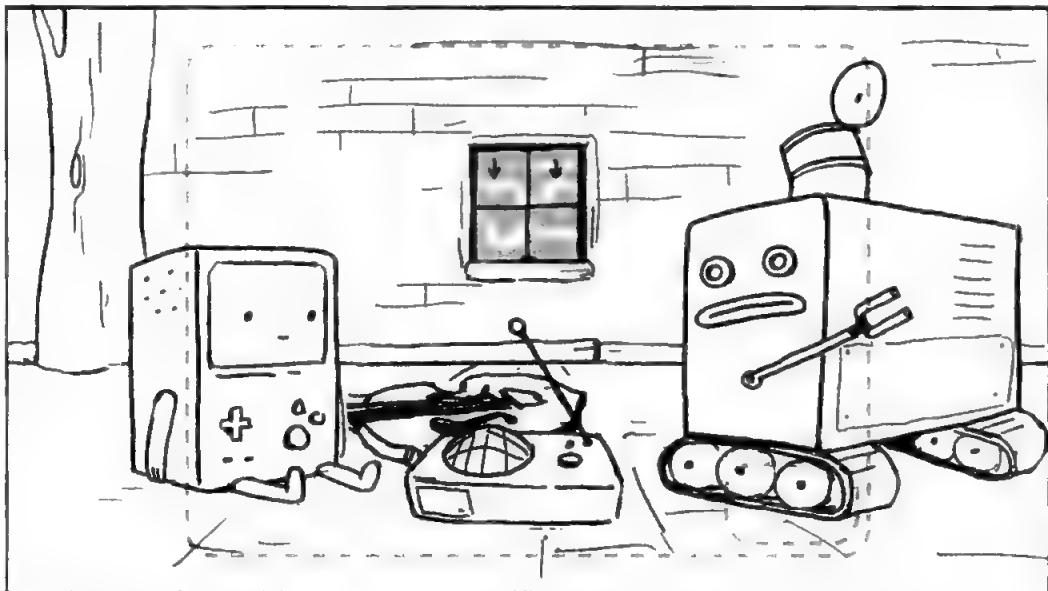
day night

Sc. 70 cont

Pnl. B

Bg.

day night



**Dialog:**

J / CO(S) THE WIND IS BEGINNING TO PICK UP AND IT'S BECOMING CLEAR THAT  
MOTHER NATURE HAS NOT JUST KNOCKED ON THE DOOR...

**Action:**

- INT. TREEHOUSE.

→ LIGHTNING FLASHES

**Timing:**

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1025/177

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# ADVENTURE TIME



Page 134

CAT

Sc. 70 *cont*

Pnl. c

Bg.

day night

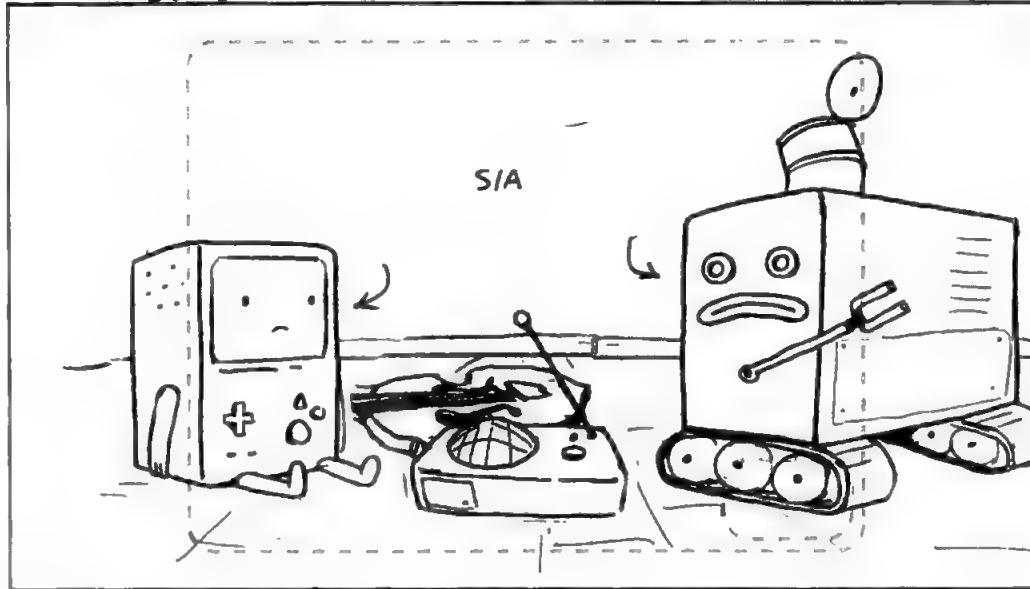
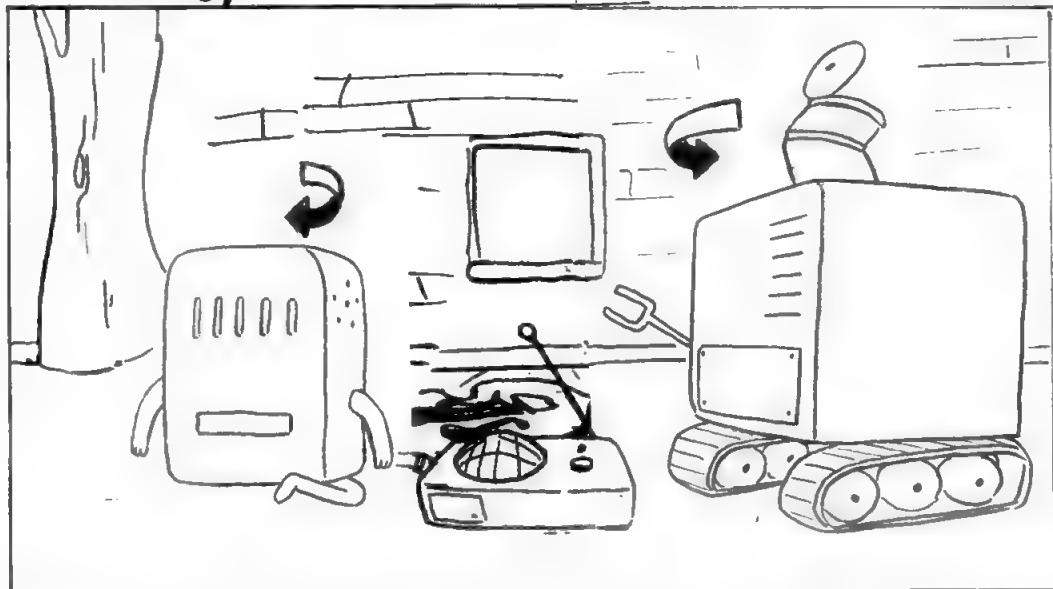
Sc. 70 *cont*

Pnl.

D

Bg.

day night



Dialog:

— (LIS) SHE HAS COME IN, SAT DOWN, AND POURED HERSELF A DRINK.

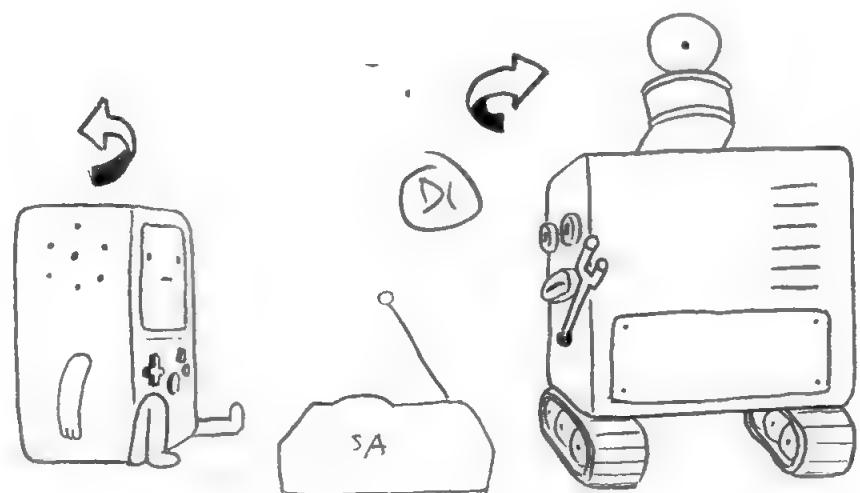
- BMO + NAPTR SLOWLY LOOK BACK AT THE RADIO.

MAR 20 2014

- PASS THROUGH POSE 1, SLOW EVEN TIMING.

Action:  
- BMO &  
NAPTR look  
out the  
window

Timing:

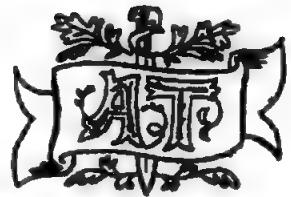


Production :

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# ADVENTURE TIME



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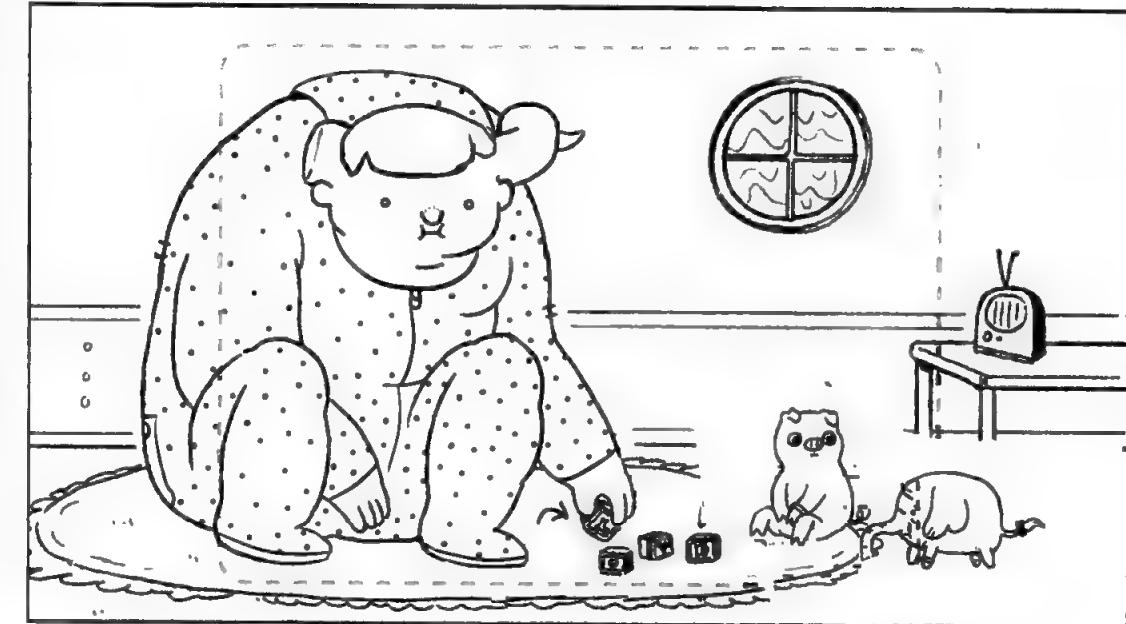
Cut

Sc. 71

Pnl. A

Bg.

day night



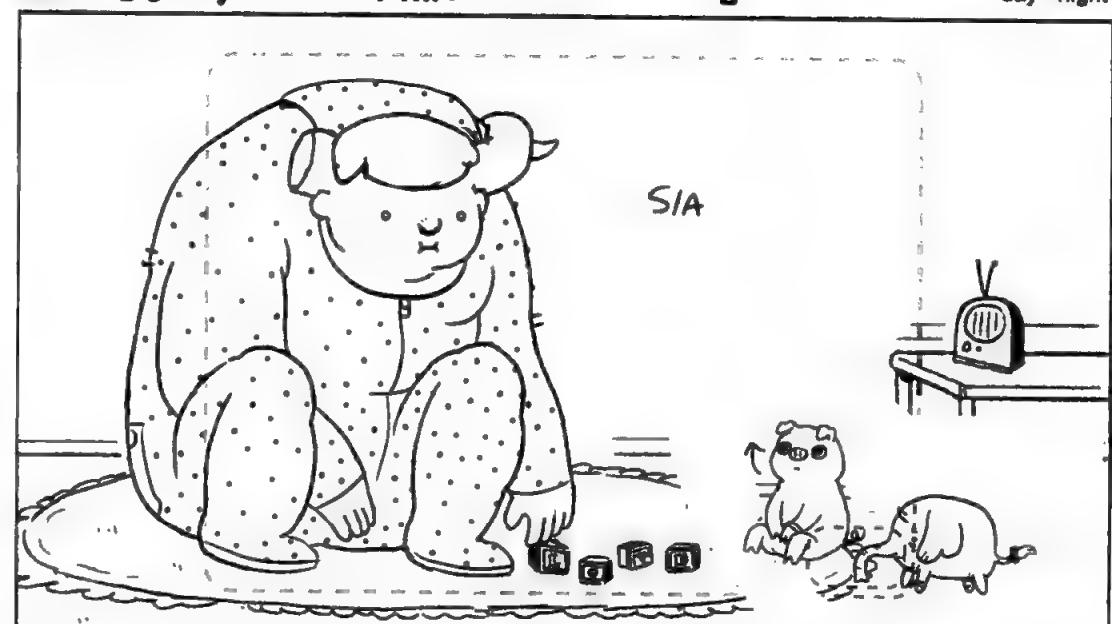
Sc. 71 CONT

Pnl. B

Bg.

day night

Cut



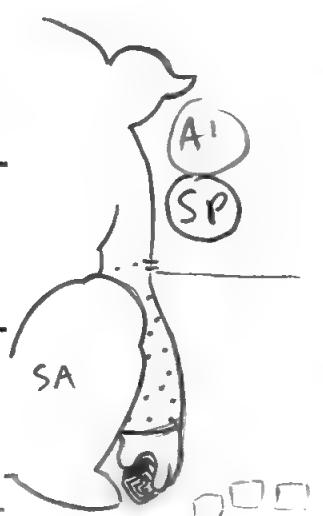
Dialog:

J/ (O/S) MR BUNNY HAS NO FRIENDS, NO FAMILY, --

J/ (O/S) NO LOVED ONES OF ANY KIND . . .

Action:

• INT. TREE TRUNK'S HOUSE  
- SWEET P. SPELLS OUT 'LOVE'  
w/ BLOCKS.



- SWEET P AND MR PIG LOOK AT EACH OTHER

Timing:

MAR 20 2014

Production :

EPISODE # 1025-177

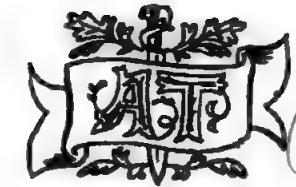
1025/177

1025/177

1025/177

Cut

# ADVENTURE TIME



Cut

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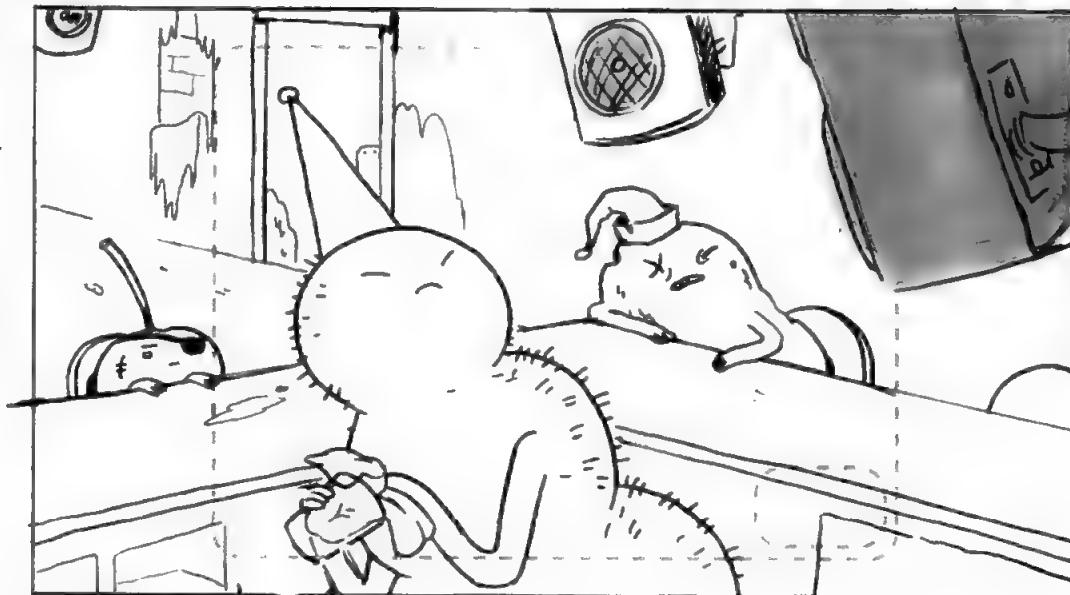
C4

Sc. 72

Pnl. A

Bg.

day night

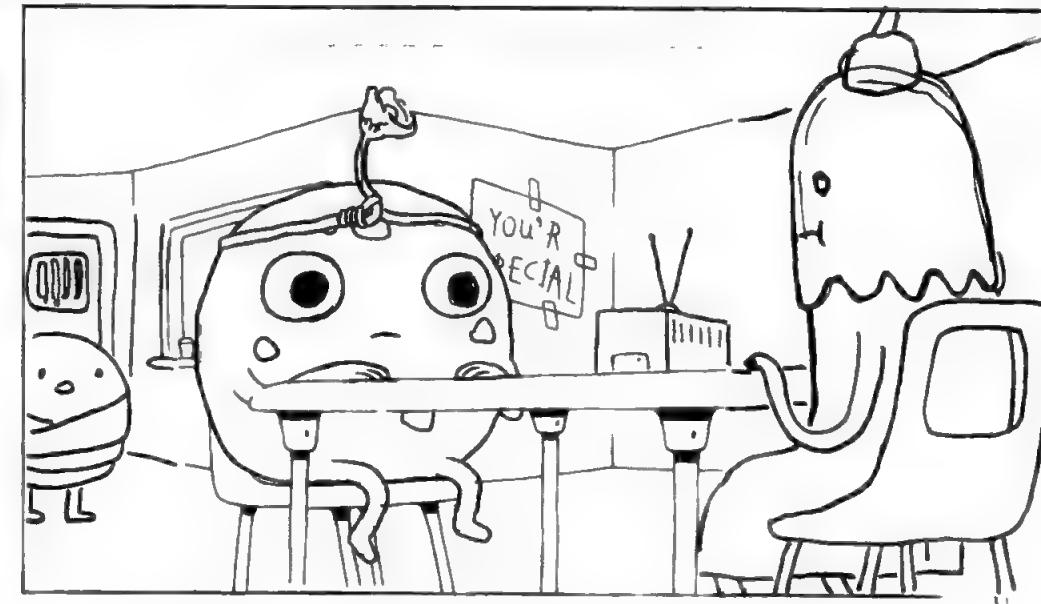


Sc. 73

Pnl. A

Bg.

day night



EPISODE # 1025-177

1025/177

Dialog:

(0/s)

J/ (0/s) THE WIND IS REALLY PICKING UP NOW ...

(0/s)

J/ (0/s) SMALL PUDDLES GATHERING AROUND THE ENTRANCE TO MR BUNNY'S COZY HOME

Action:

- INT. CANDY TAVERN
- CHARLIE POLISHES GLASS.



- INT. CANDY INSTITUTION

Timing:

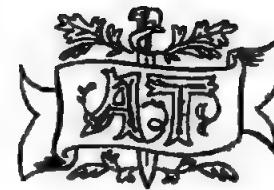
MAR 20 2014

Production :

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# ADVENTURE TIME

Cut



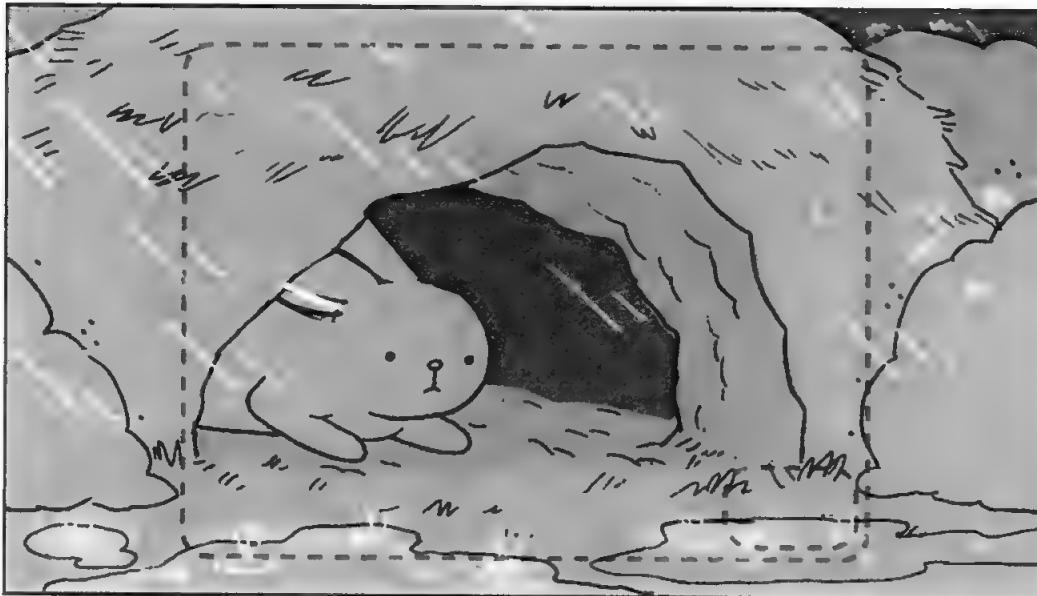
Page 142

Sc. 74

Pnl. A

Bg.

day night



Sc. 74 CONT

Pnl. B

Bg.

day night



Dialog:

J/ (O/S) BEGINNING TO GROW IN SIZE AND CONNECT WITH ONE ANOTHER...

Action:

- PUDDLES GROW/ JOIN IN FOREGROUND.

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Timing:

Production :

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# ADVENTURE TIME



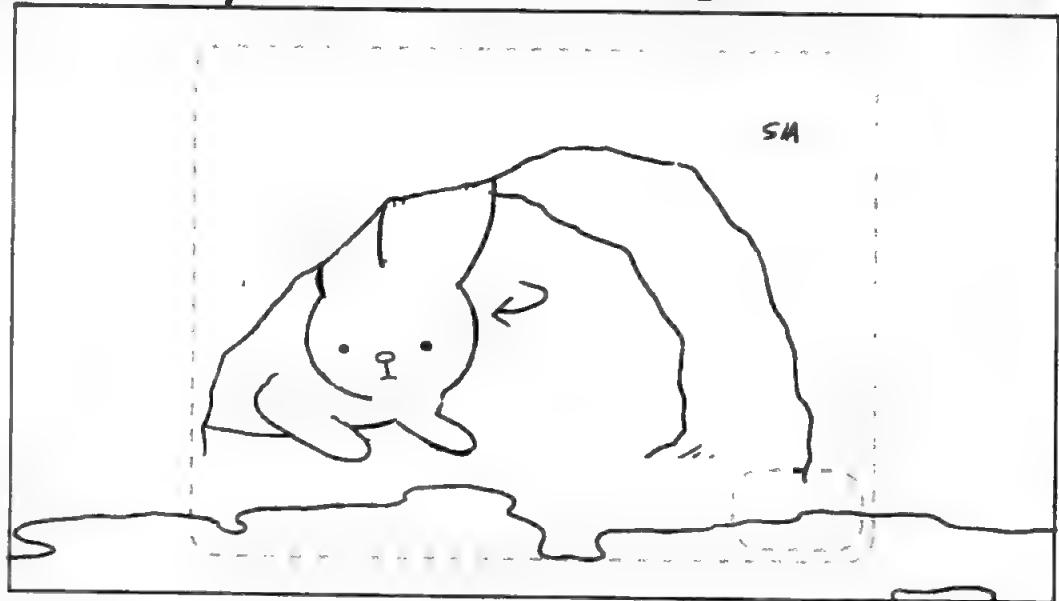
Sc. 74 *CONT*

Pnl. C

Bg.

day night

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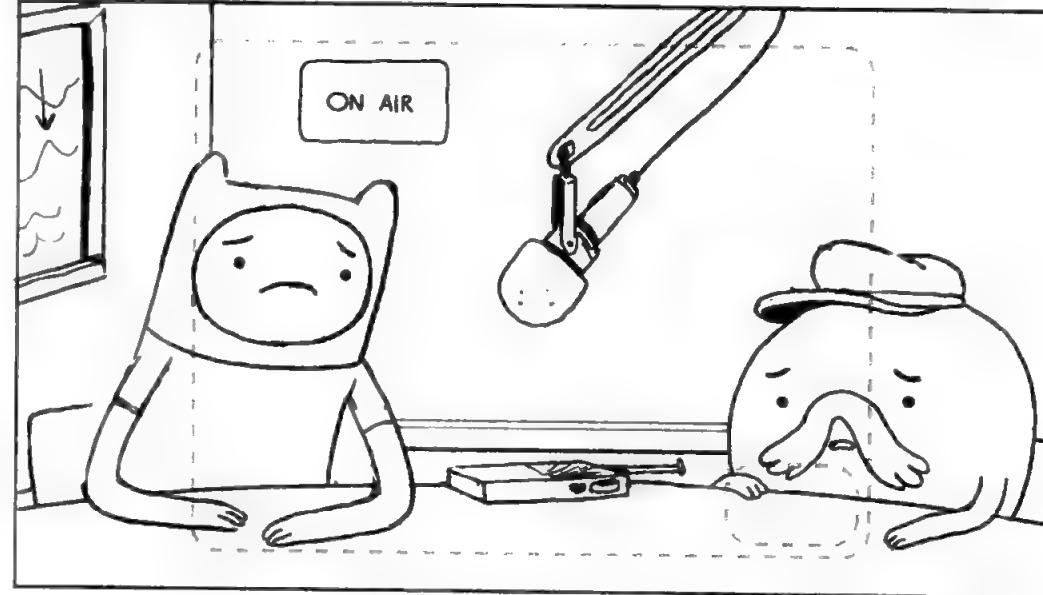


Sc. 75

Pnl. A

Bg.

day night



Dialog:

V CO/S) IT WON'T BE LONG NOW ...

Action:



Timing:

backing up  
is small,  
little  
movements

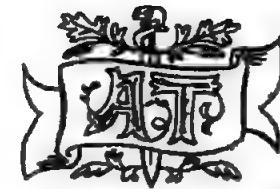
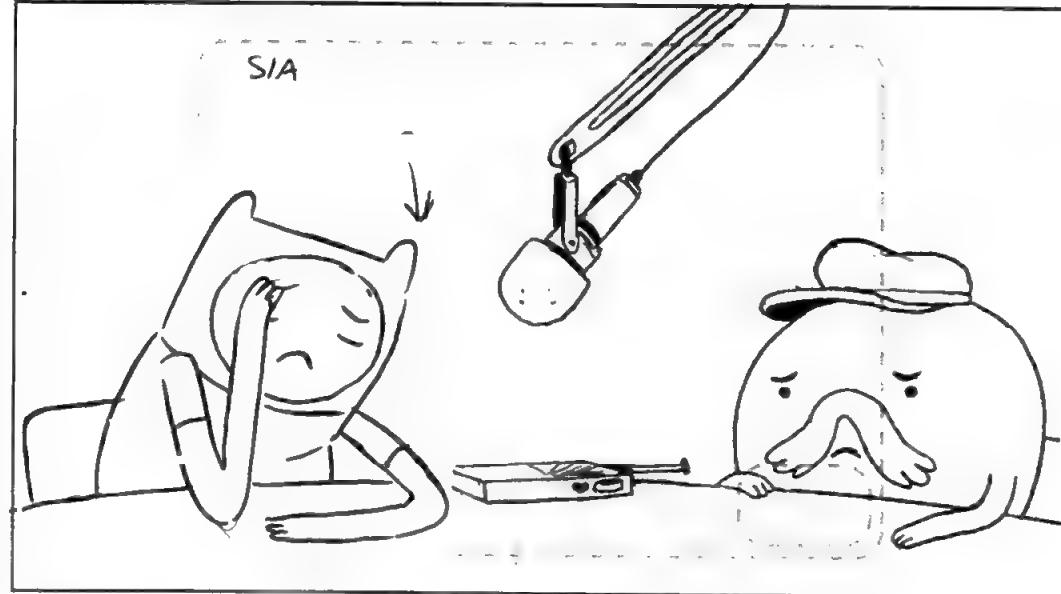
MAR 20 2014

Production:

1025/177

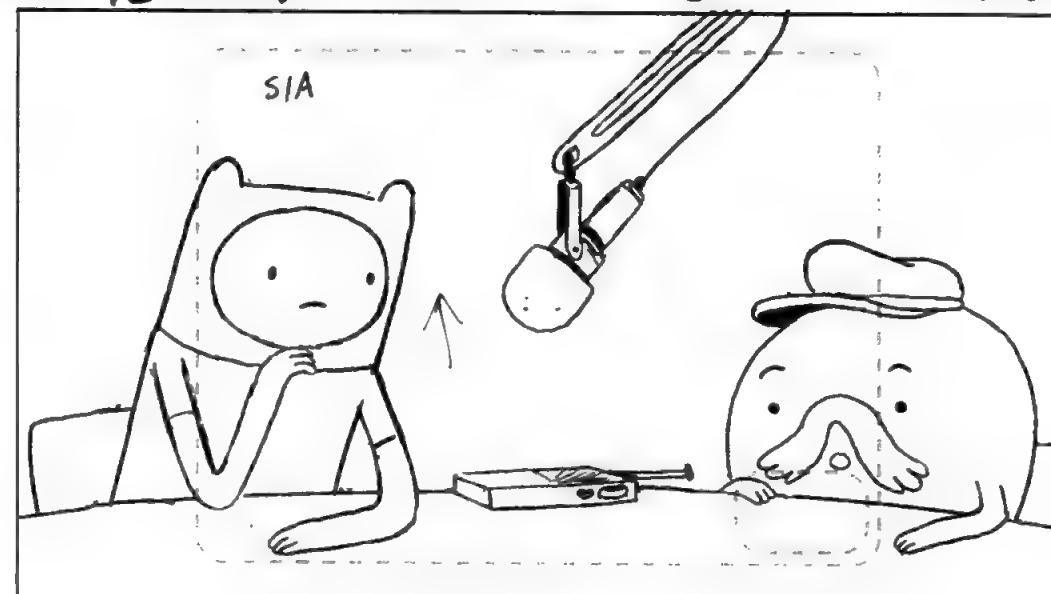
# ADVENTURE TIME

Sc. 75 cont Pnl. B Bg. day night



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Sc. 75 cont Pnl. C Bg. day night



Cut

EPISODE # 1025-177

1025/177

1025/177

Dialog:

J: <sup>(0.15)</sup> BUT WHAT'S THIS?

Action:

- F SHAKES HEAD (A B A B)



MAR 20 2014

Timing:

Production:

1025/177

1025/177

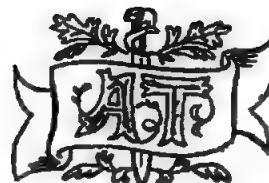
Cut

# ADVENTURE TIME

Sc. 76

Pnl. A

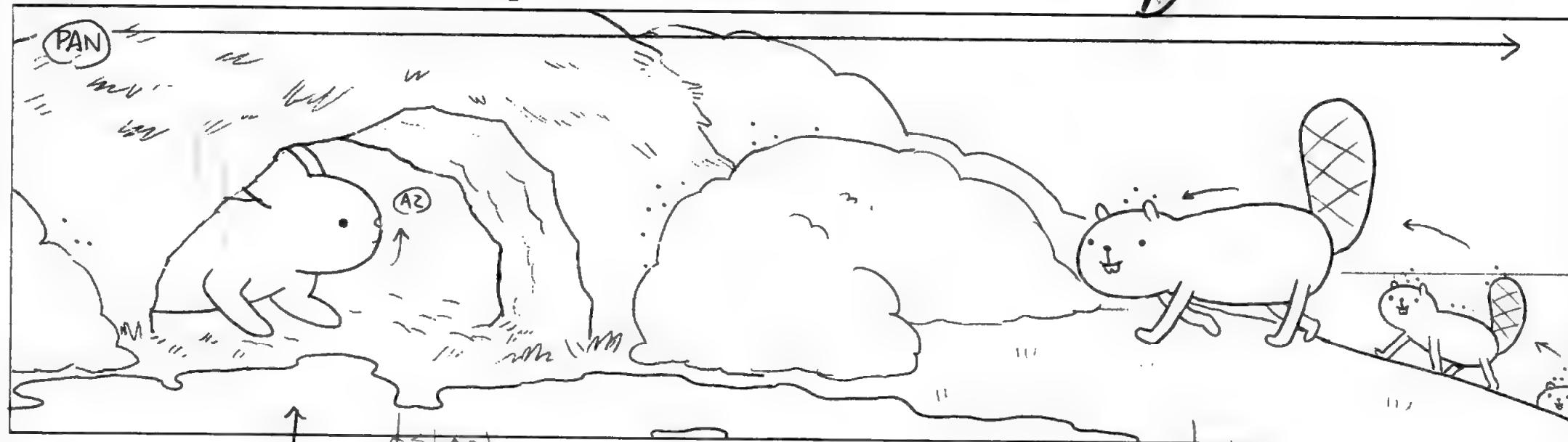
Bg.



day night

Page 195

STOP



Dialog:

J1 (O/S) LOOKS LIKE THIS UNFLAGGING LITTLE HERO OF A BUNNY WILL HAVE SOME HELP THOUGH... A FAMILY OF FRIENDLY BEAVERS APPEARS TO HAVE TAKEN UP THE CAUSE.

Action:



- BUNNY LOOKS UP
- RAIN & WIND CONT'D PAN RIGHT TO BEAVERS.

MAR 20 2014

Timing:

Production:

1025/177

1025/177

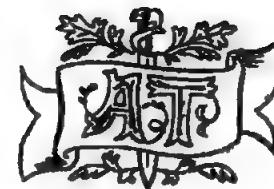
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# ADVENTURE TIME

Sc. 76 CONT

Pnl. 1

Bg.



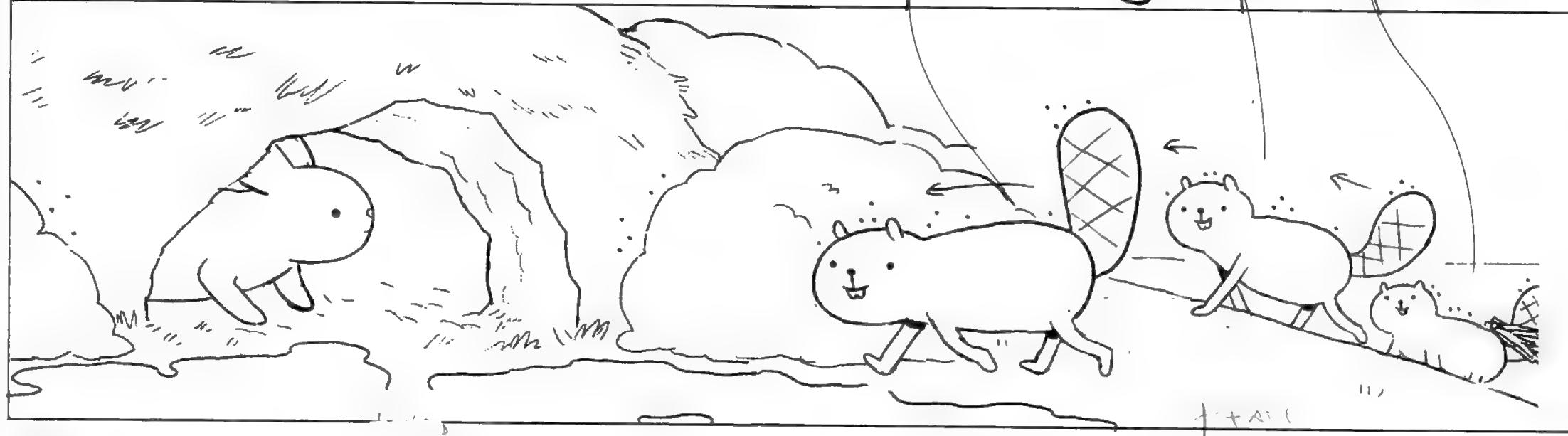
#1



#2

#3

Page 146



Dialog:



UPLIFTING MUSIC

↑  
Pnl w/ BEAVERS

Action:

- BEAVERS WALK TOWARDS BUNNY

MAR 20 2014

Timing:

Production:

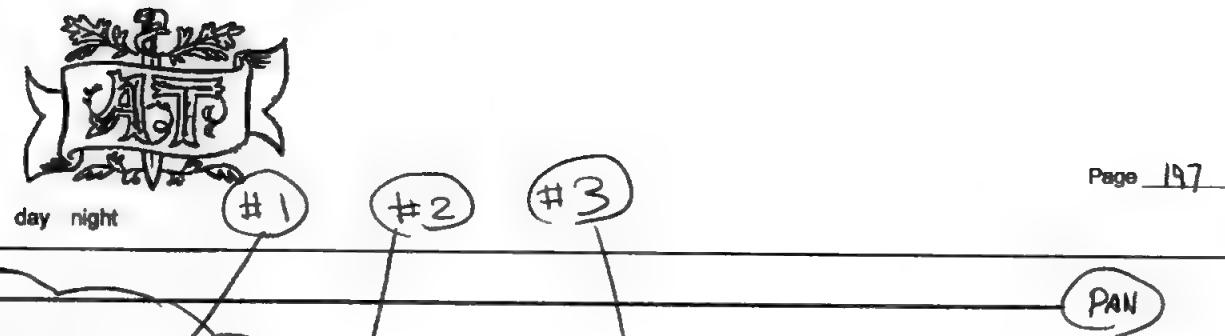
1025/177

EPISODE: 1025-177

1025/177

# ADVENTURE TIME

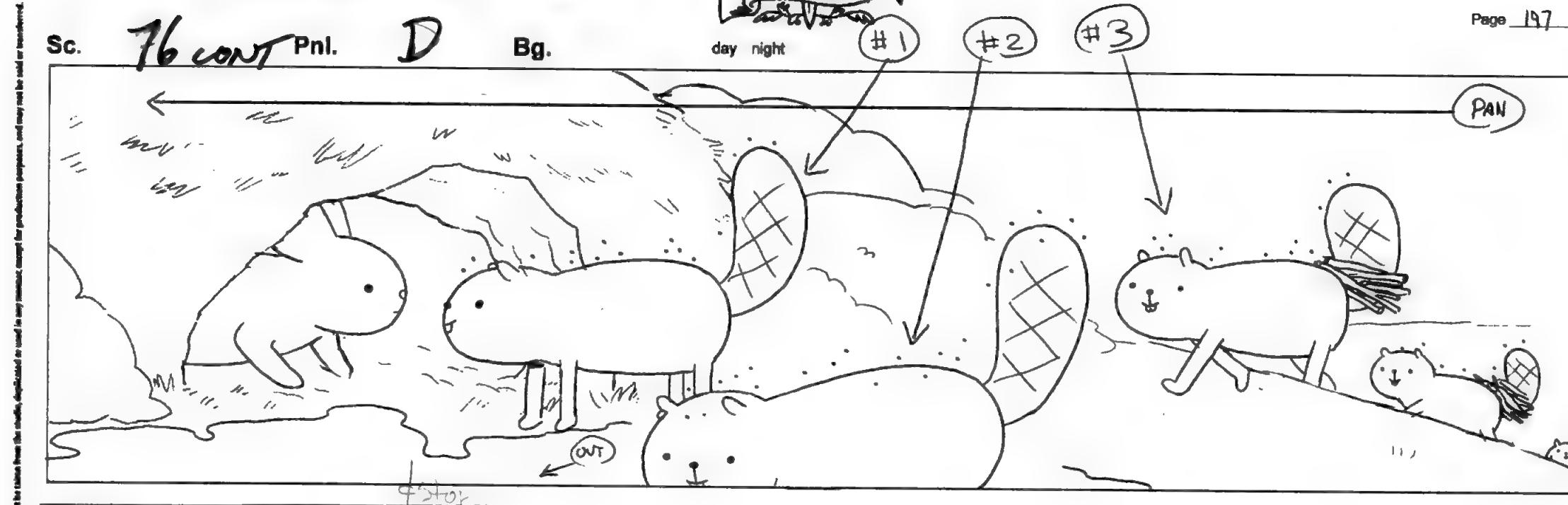
Sc. 76 cont Pnl. D Bg.



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EPISODE # 1025-177

1025/177



Dialog:



Action:

— BEAVER #1 APPROACHES BUNNY, #2 CROSSES IN FRONT & EXITS, #3 #4 #5 CARRY STICKS ON THEIR TAILS

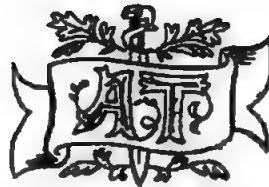
MAR 20 2014

Timing:

Production :

1025/177

# ADVENTURE TIME



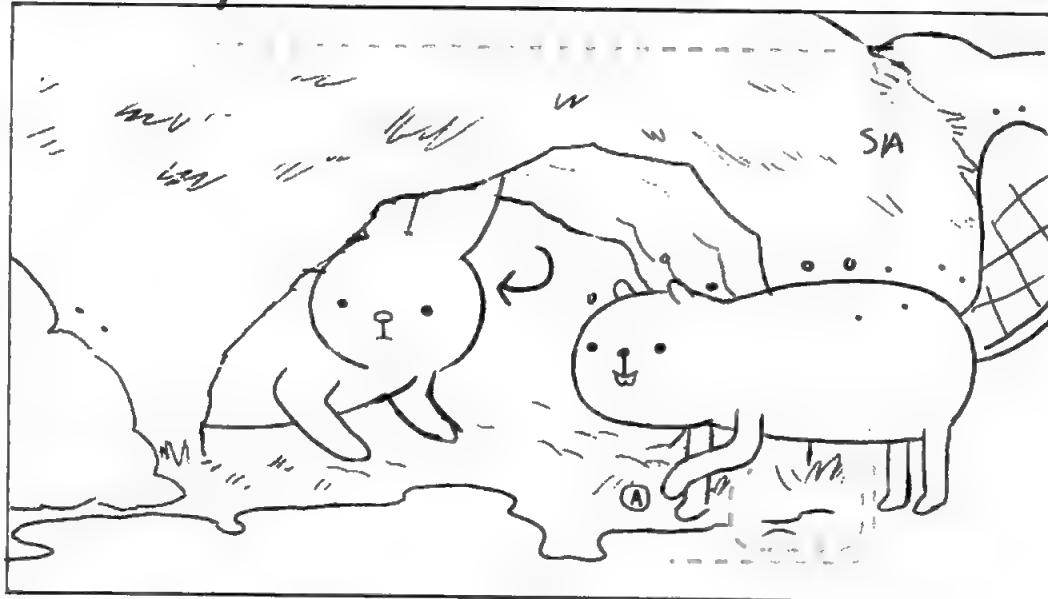
Sc. 76 *CONT*

Pnl.

**E**

Bg.

day night



Sc. 76 *CONT*

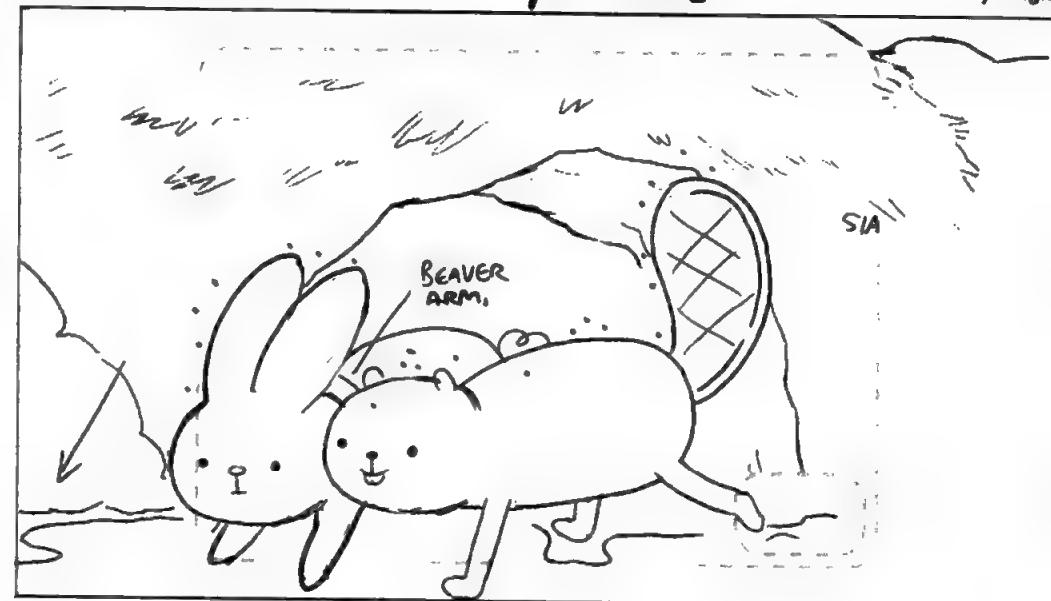
Pnl.

**F**

Bg.

Page 148

day night



Dialog:

Action:

— B#1 MOTIONS TO LEAVE WARREN

Timing:



MAR 20 2014

Production :

# ADVENTURE TIME

Sc. 76 *CONT*

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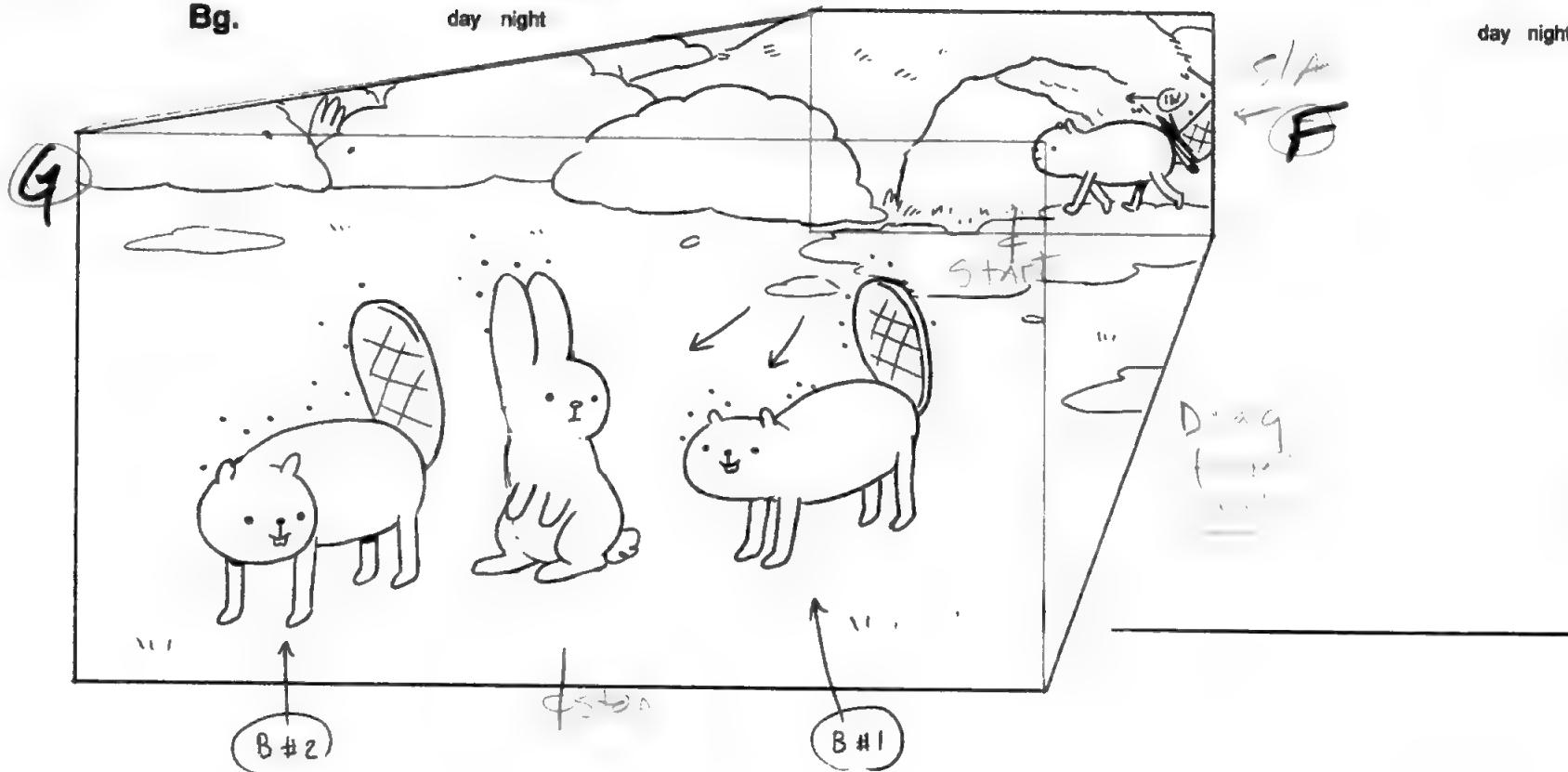
Bg.



day night

Page 149

day night



Dialog:

Action:

— ADJ & ZOOM W B#1 & BUNNY

MAR 20 2014

Timing:

Production :

1025/177

1025/177

1025/177

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# ADVENTURE TIME



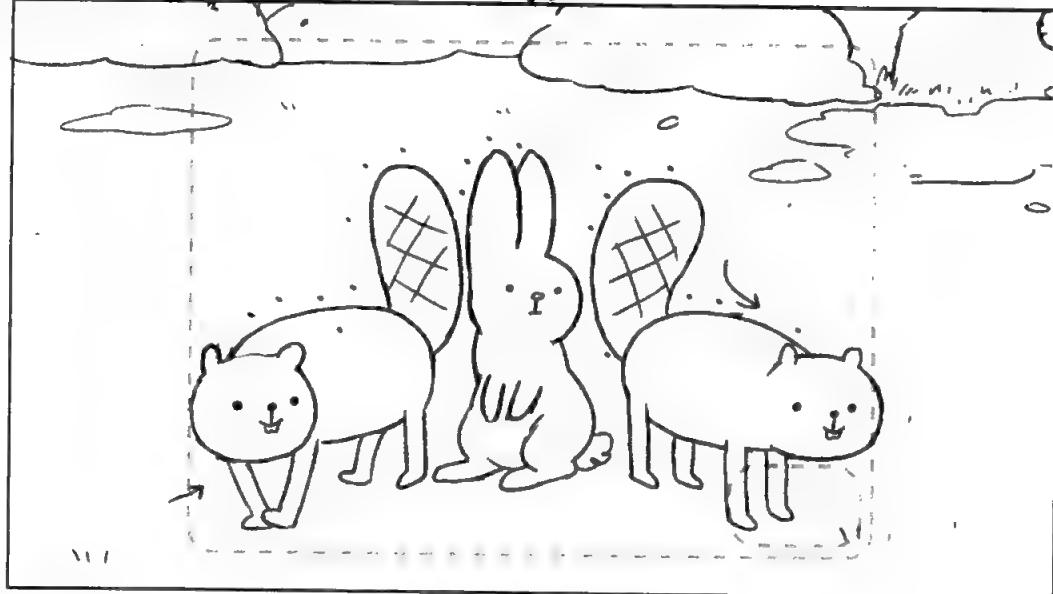
Sc. 76 *cont*

Pnl.

H

Bg.

day night



Sc. 76 *cont*

Pnl.

I

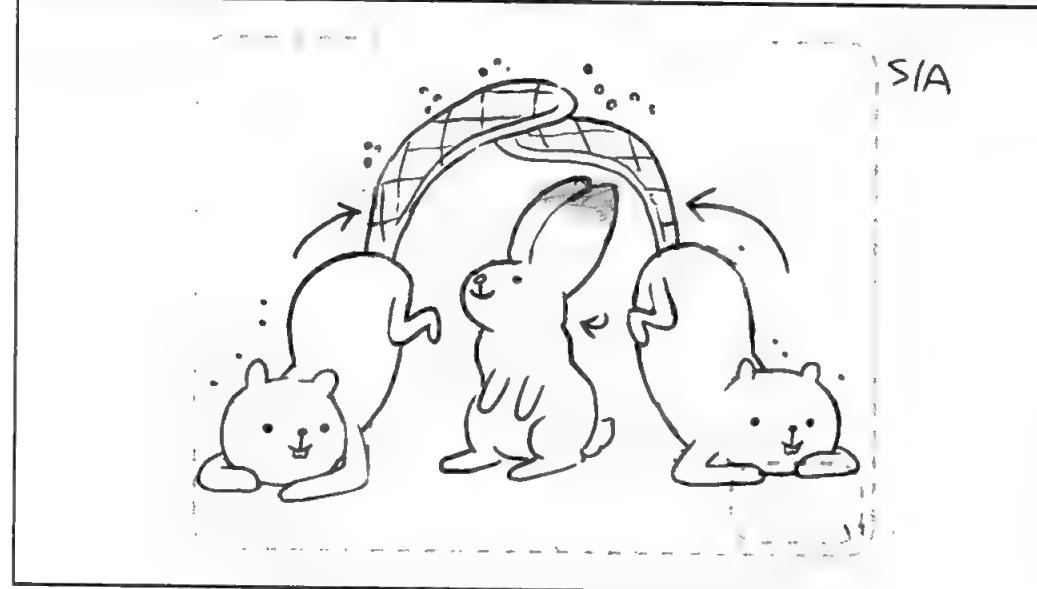
Bg.

Page 150

day night

EPISODE # 1025-177

Cut



Dialog:

Action:

- B #2 + #1 BACKS TO BUNNY.  
(RAIN & WIND CONT)

- B #1 & 2 PROTECT BUNNY FROM THE RAIN W THEIR TAILS  
MAR 20 2014

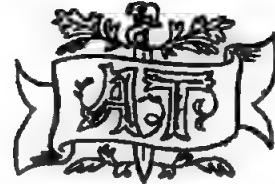
Timing:

Production:

1025/177

Cut

# ADVENTURE TIME



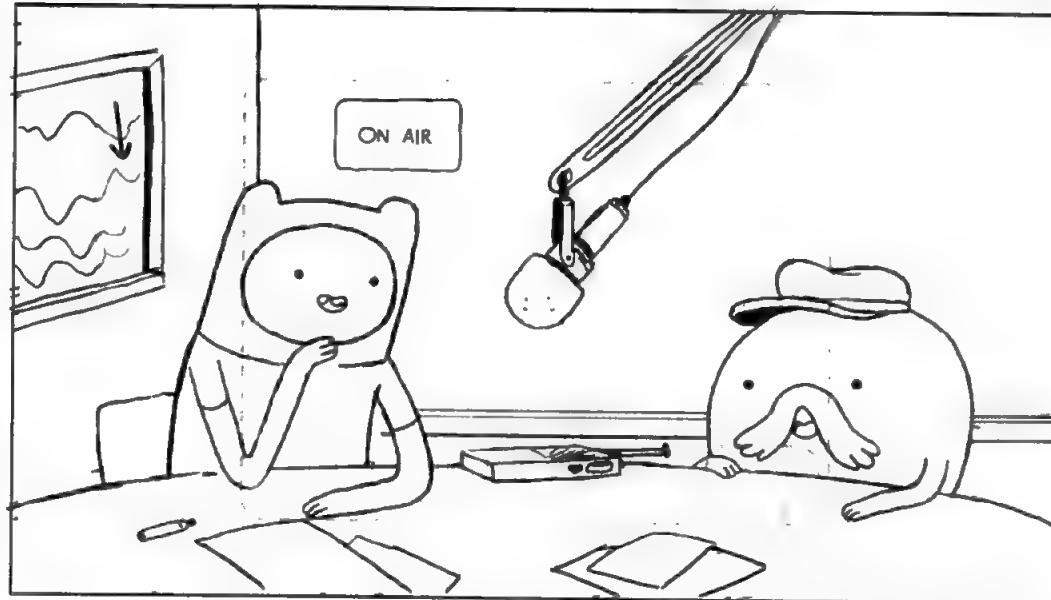
Page 151

Sc. 77

Pnl. A

Bg.

day night



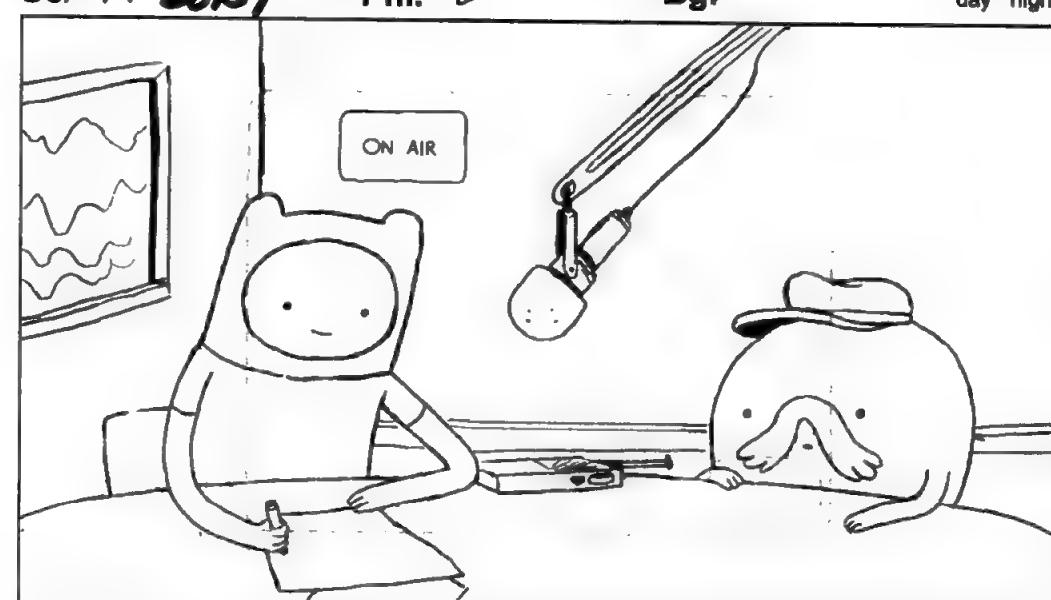
Sc. 77

CONT

Pnl. B

Bg.

day night



Dialog:



Action:

F GRABS PAPER & STARTS WRITING

Timing:

MAR 20 2014

B1



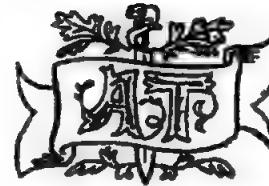
Production:

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# ADVENTURE TIME



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Sc. 77 *cont*

Pnl. C

Bg.

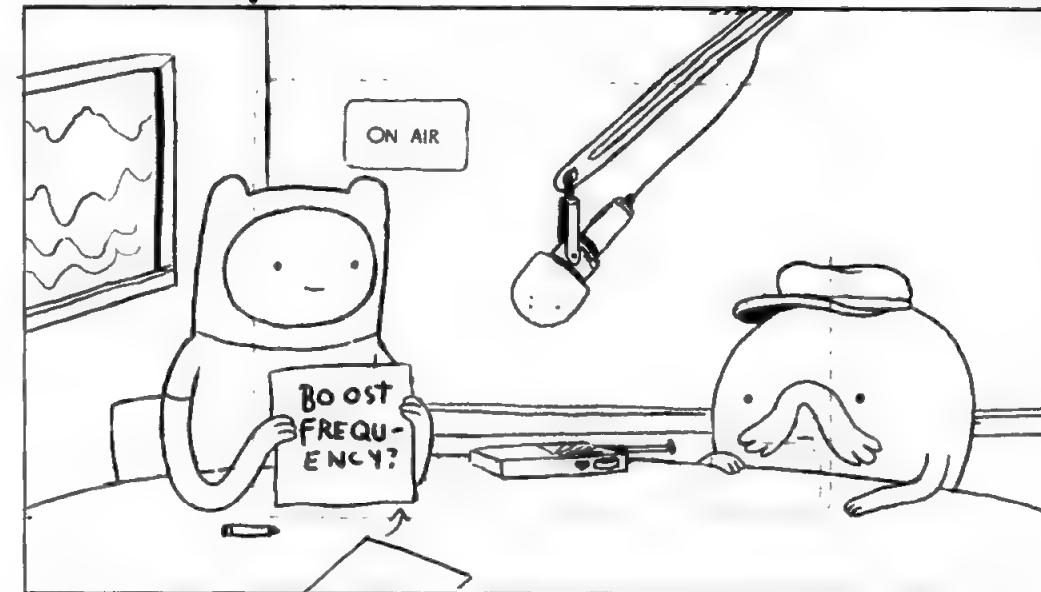
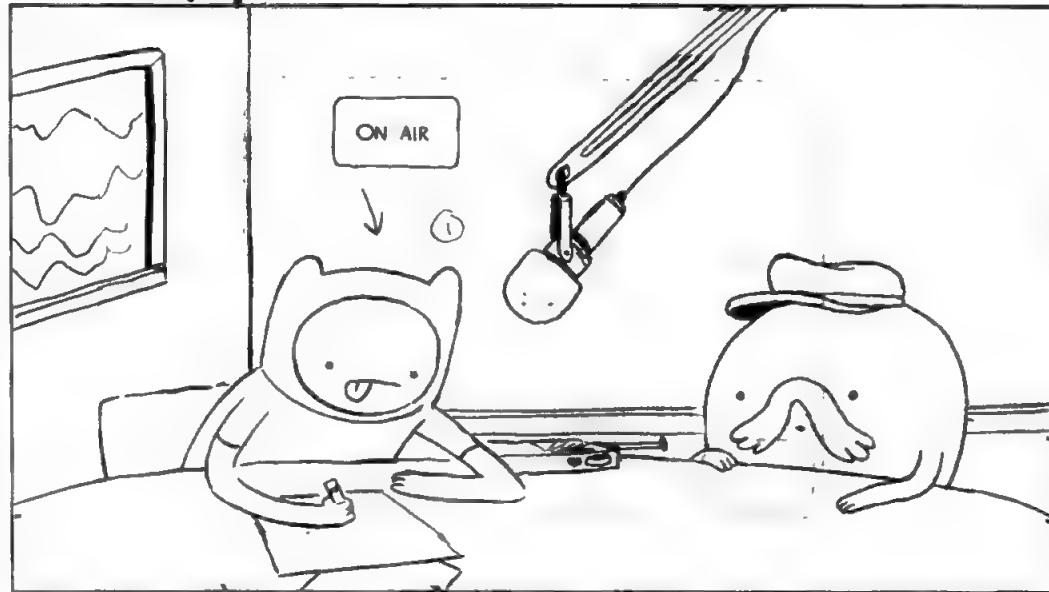
day night

Sc. 77 *cont*

Pnl. D

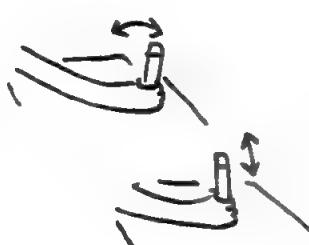
Bg.

day night



1025/177

Dialog:



Action: -F. QUICKLY WRITES ON SIGN,



Timing:

Production :

1025/177

1025-177

1025/177

1025/177

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# ADVENTURE TIME



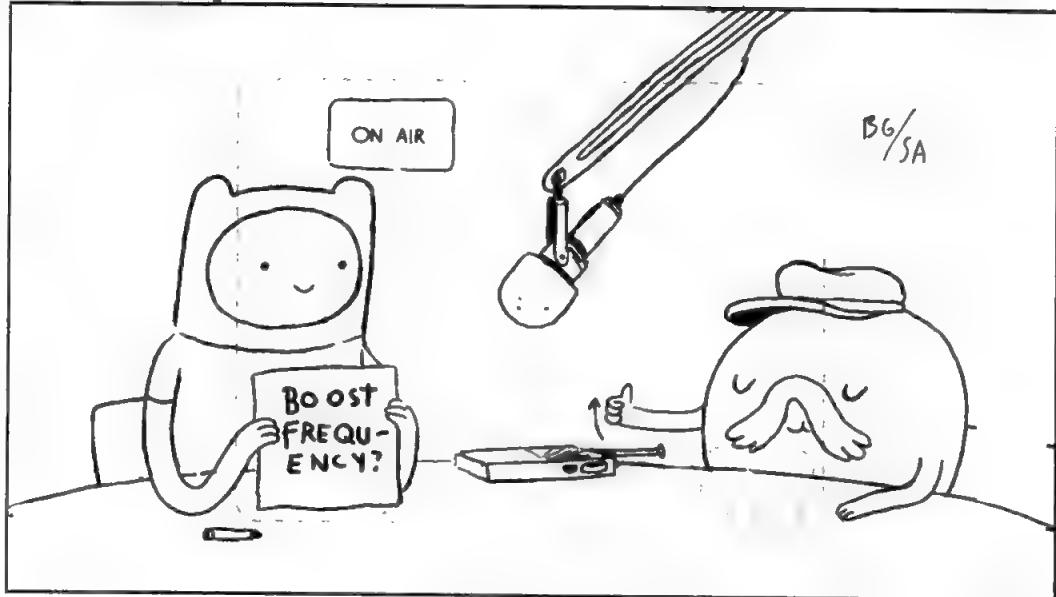
Page 153

Sc. 71 *cont*

Pnl. E

Bg.

day night

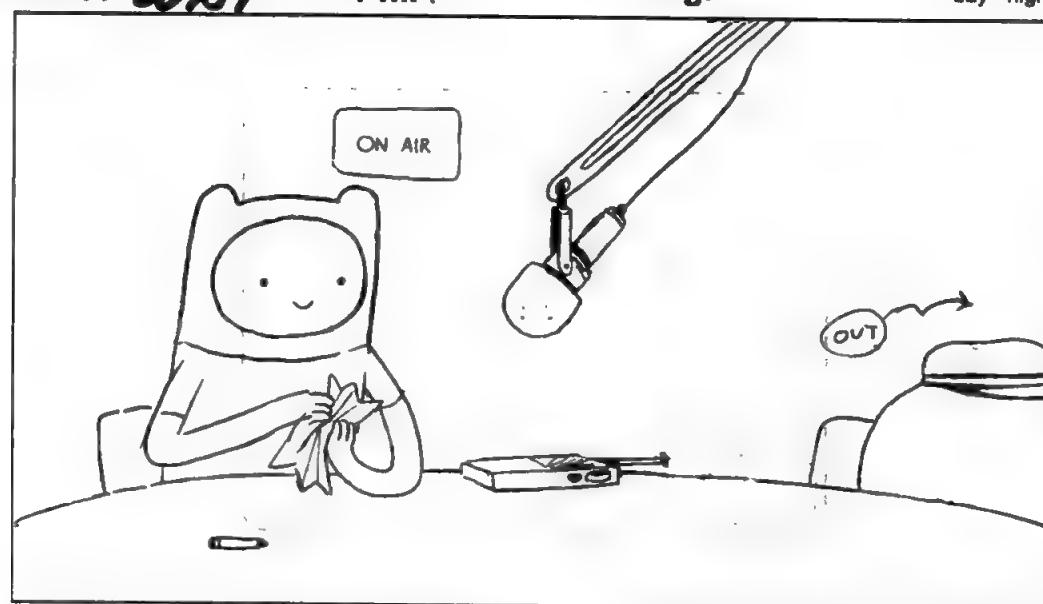


Sc. 77 *cont*

Pnl. F

Bg.

day night



Dialog:

Action:

- STARCHY GIVES A THUMBS UP

- F CRUMPLES PAPER



MAR 20 2014

Timing:

Production :

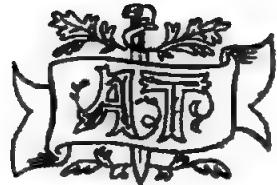
1025-177

1025/177

1025/177

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# ADVENTURE TIME

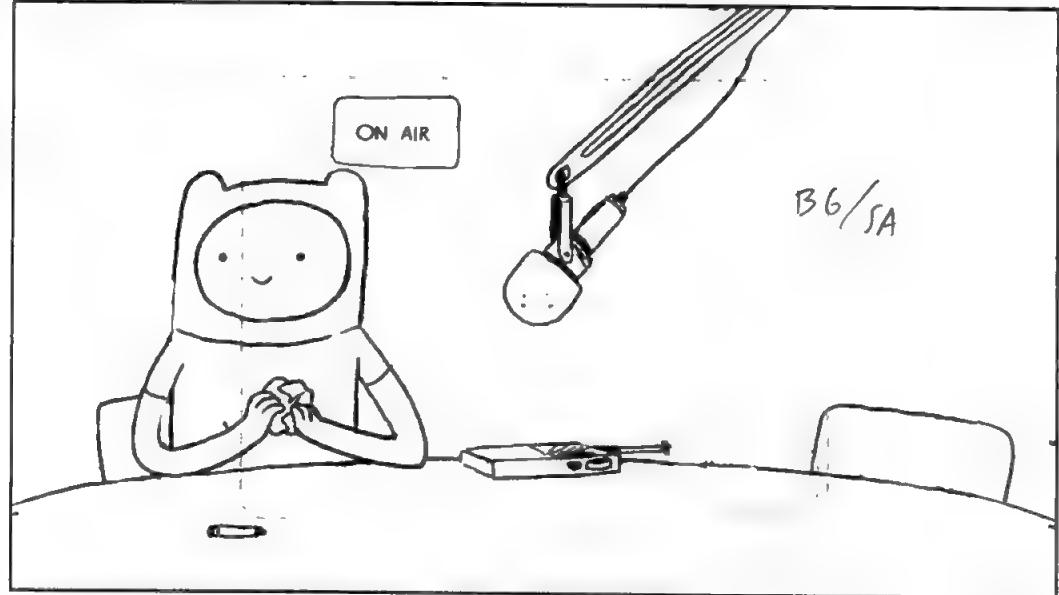


Sc. 77 *CONT*

Pnl. G

Bg.

day night



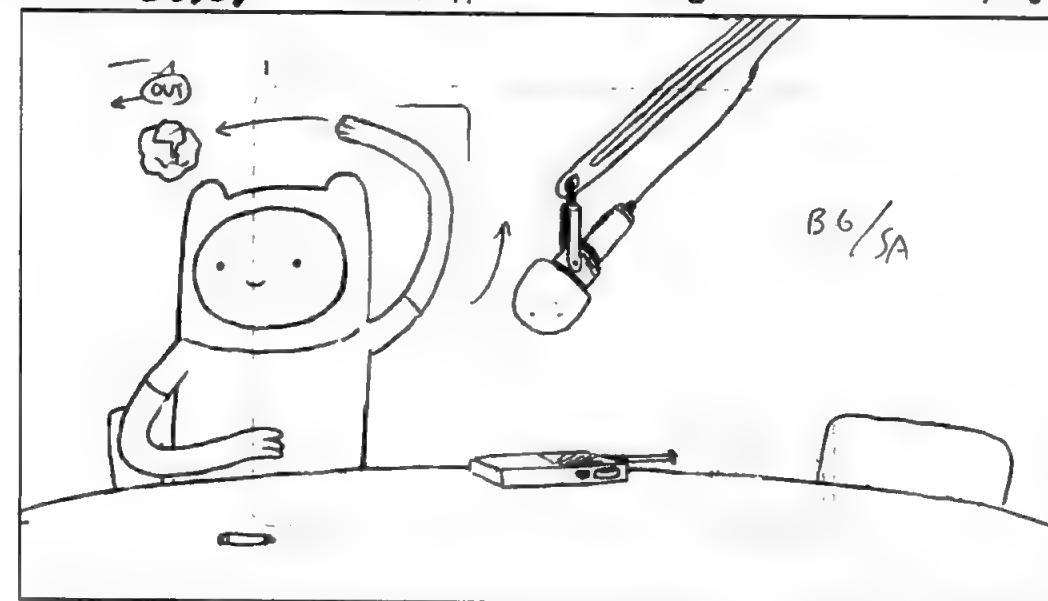
Sc. 77 *CONT*

Pnl. H

Bg.

Page 154

day night



EPISODE #

1025-177

Production :

Cut

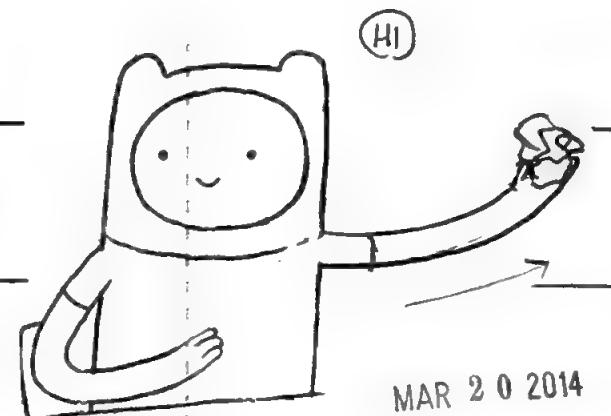
1025/177

Dialog:

Action:

Timing:

- F THROWS PAPER BALL



1025/177

AT

# ADVENTURE TIME

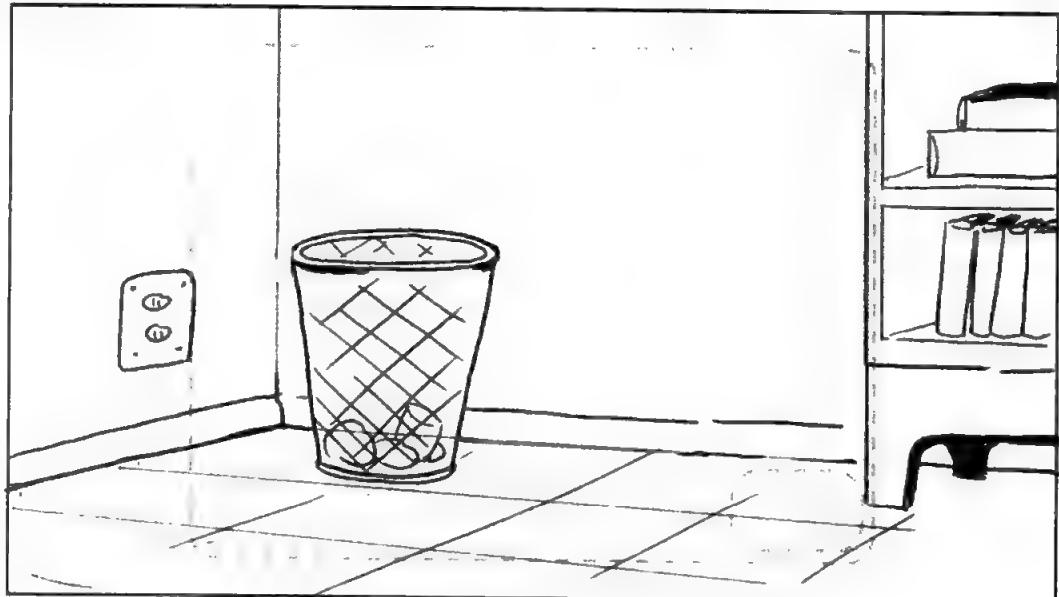
Sc. 78

Pnl. A

Bg.



day night

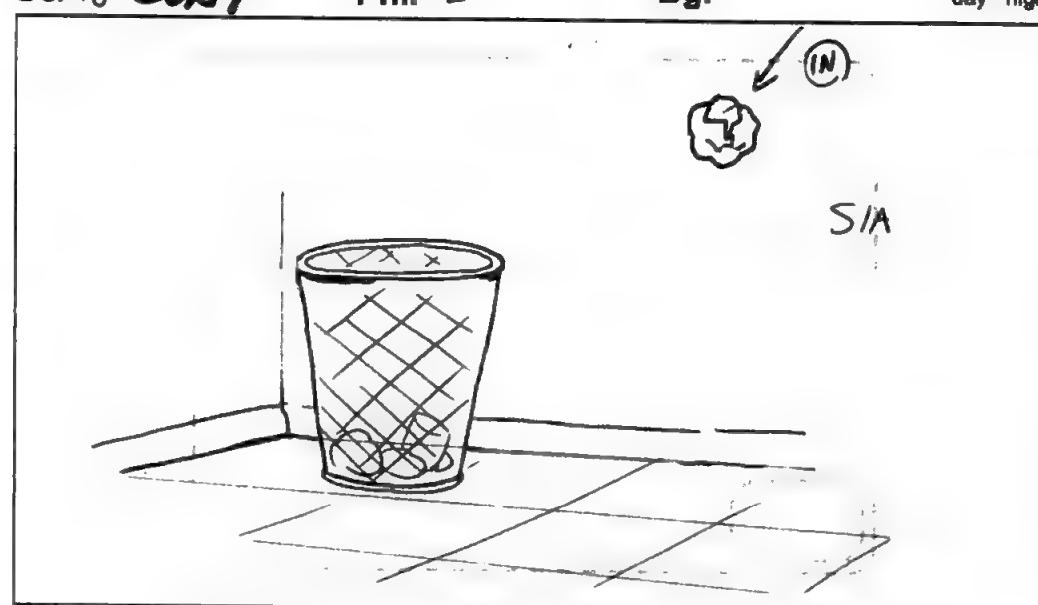


Sc. 78 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

- PAPER BALL FLIES ON/S

Timing:

MAR 20 2014

Production :

EPISODE # 1025-177

1025/177

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# ADVENTURE TIME



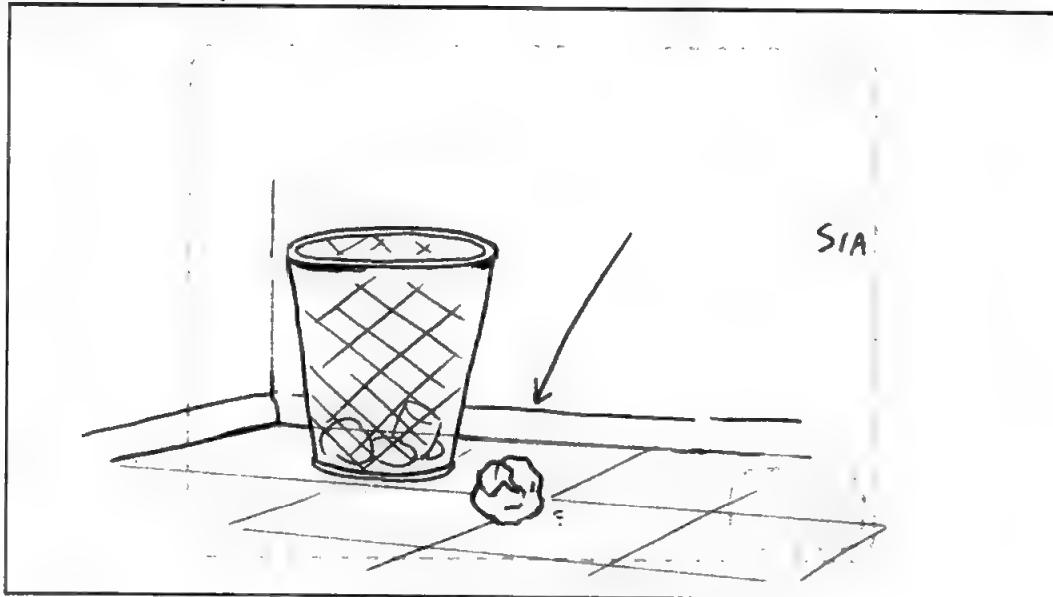
Page 156

Sc. 78 *CONT*

Pnl. c

Bg.

day night

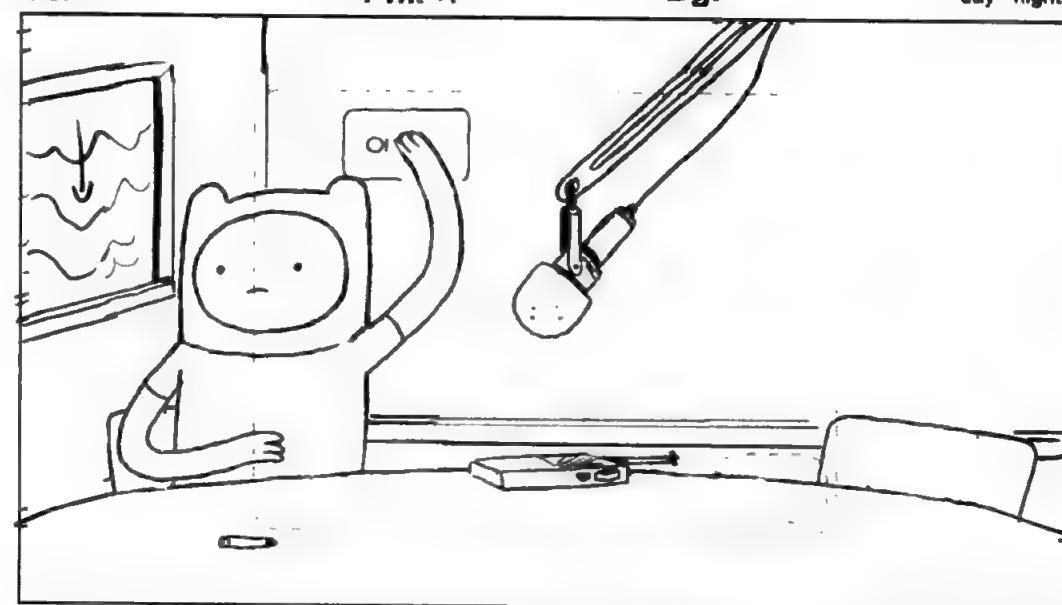


Sc. 79

Pnl. A

Bg.

day night



Dialog:

Action:

— PAPER BALL LANDS BESIDE TRASH

Timing:

MAR 20 2014

Production :

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1025/177

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# ADVENTURE TIME



NO SC  
80

Page 157

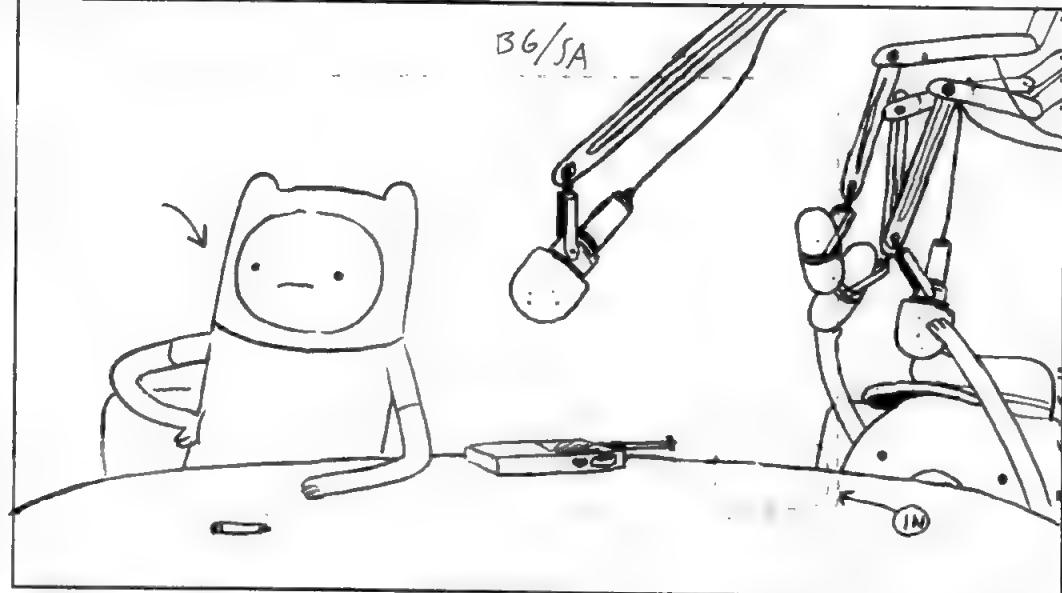
Cut

Sc. 74 *cont*

Pnl. B

Bg.

day night

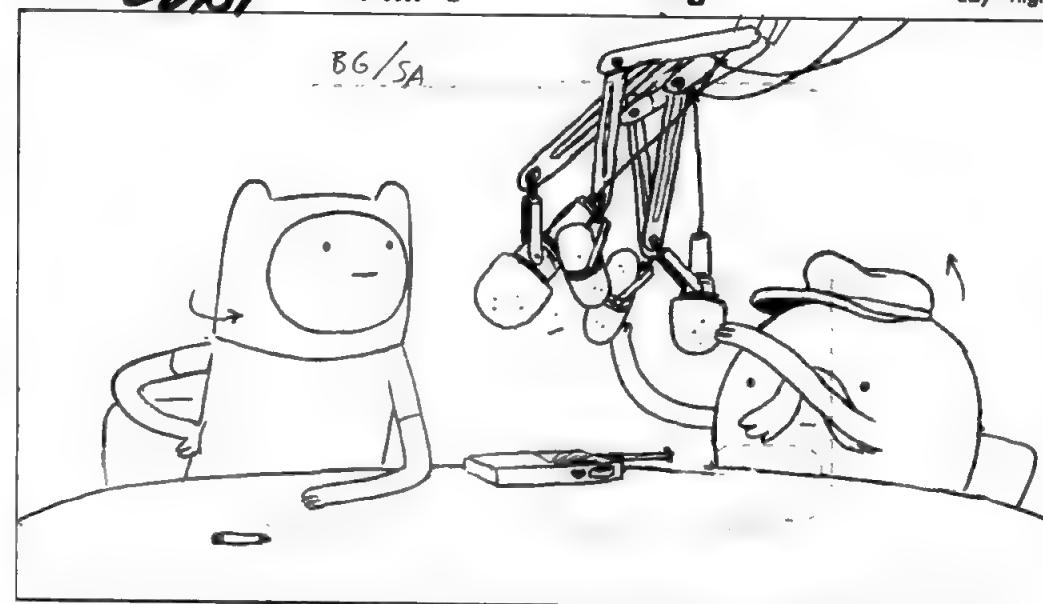


Sc. 74 *cont*

Pnl. c

Bg.

day night



Dialog:

Action:

- STARCHY WALKS ON/S WITH A BUNCH OF MIKES.

Timing:

MAR 20 2014

Production :

1025-177

EPISODE #

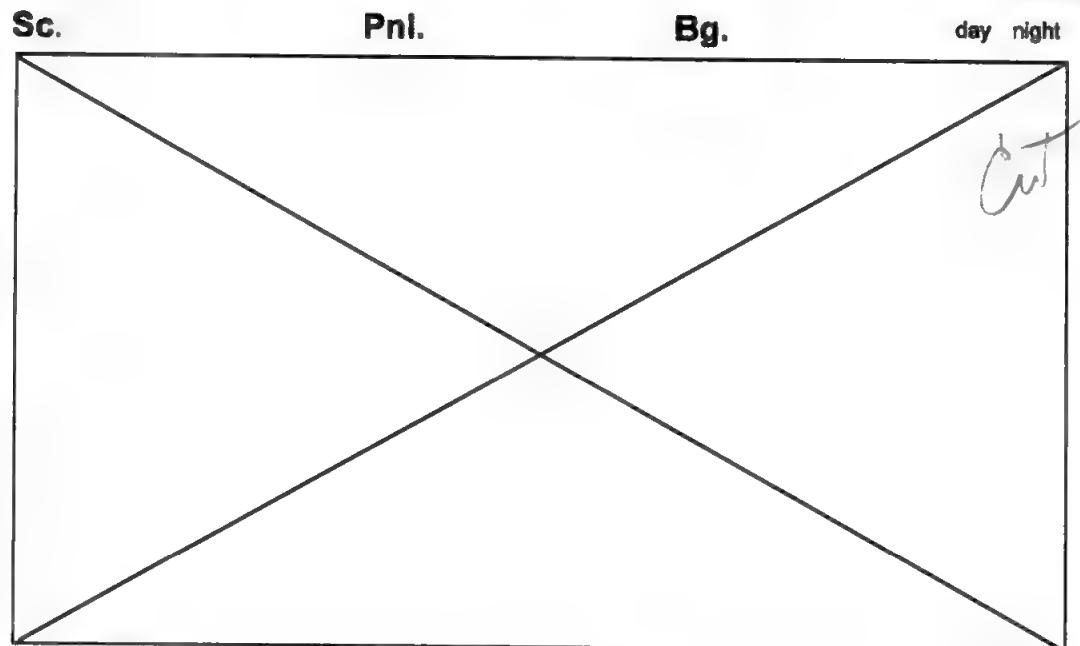
1025/177

1025/177

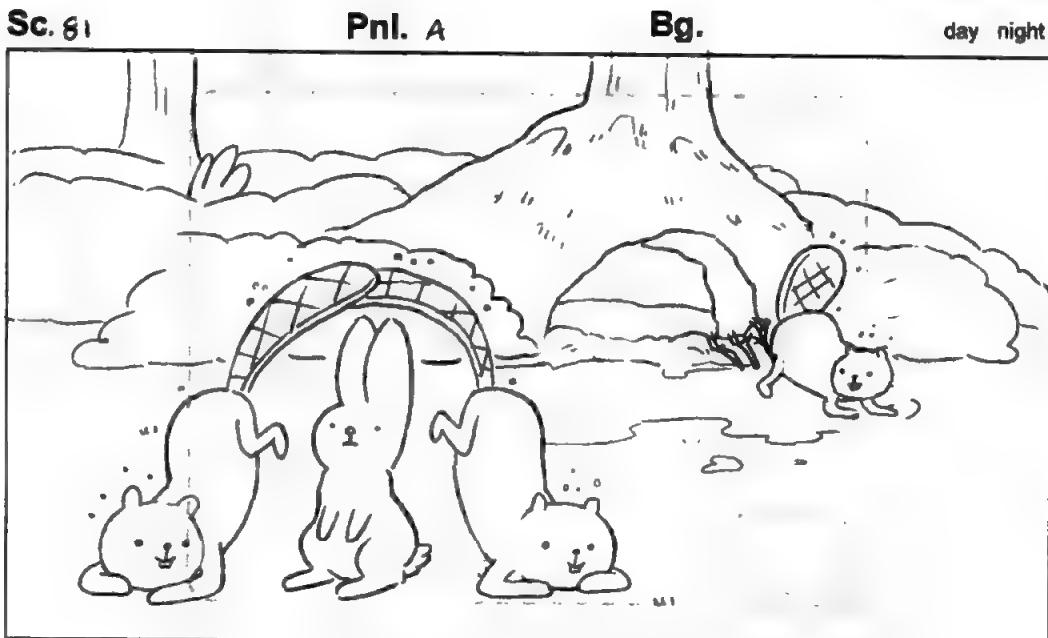
# ADVENTURE TIME



No Sc. 80



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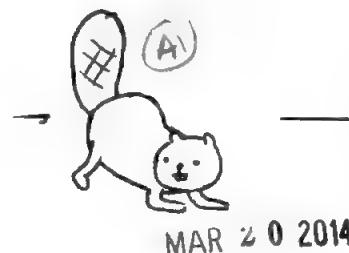
**Dialog:**

J / OFTEN CALLED "NATURE'S ARCHITECTS", THESE INTREPID MAMMALS -- J / (OIS) ARE SPARING NO EFFORT TO SHORE UP THE ENDANGERED BURROW...

**Action:**

**Timing:**

B #3 WHACKING WARREN W TAIL



1025-177

EPISODE #

Production :

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# ADVENTURE TIME



HT  
Act

Page 159

Cut

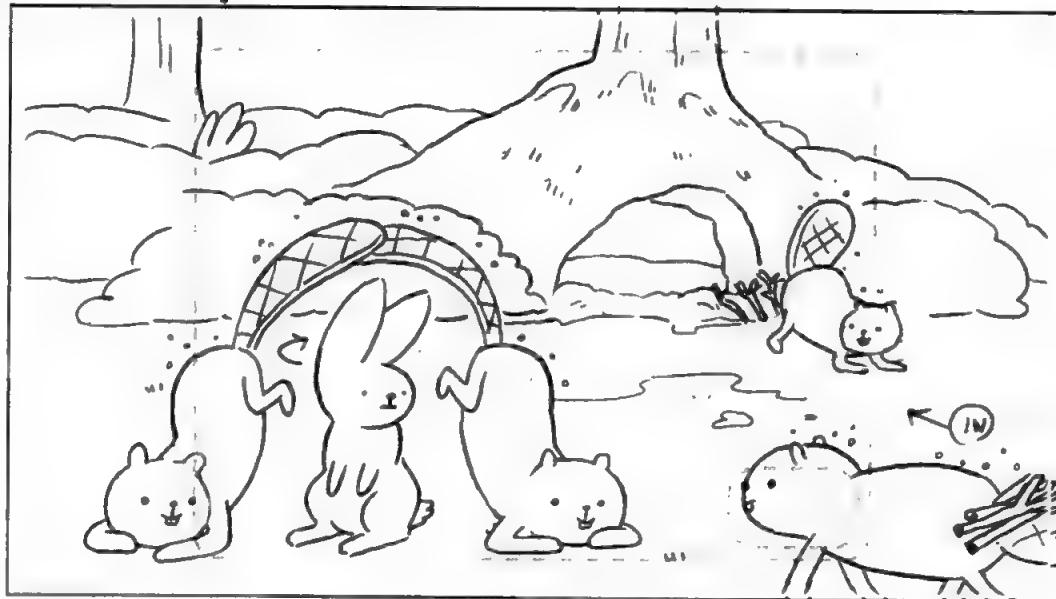
1025/177

Sc. 81 *cont*

Pnl. B

Bg.

day night



Sc. 82

Pnl. A

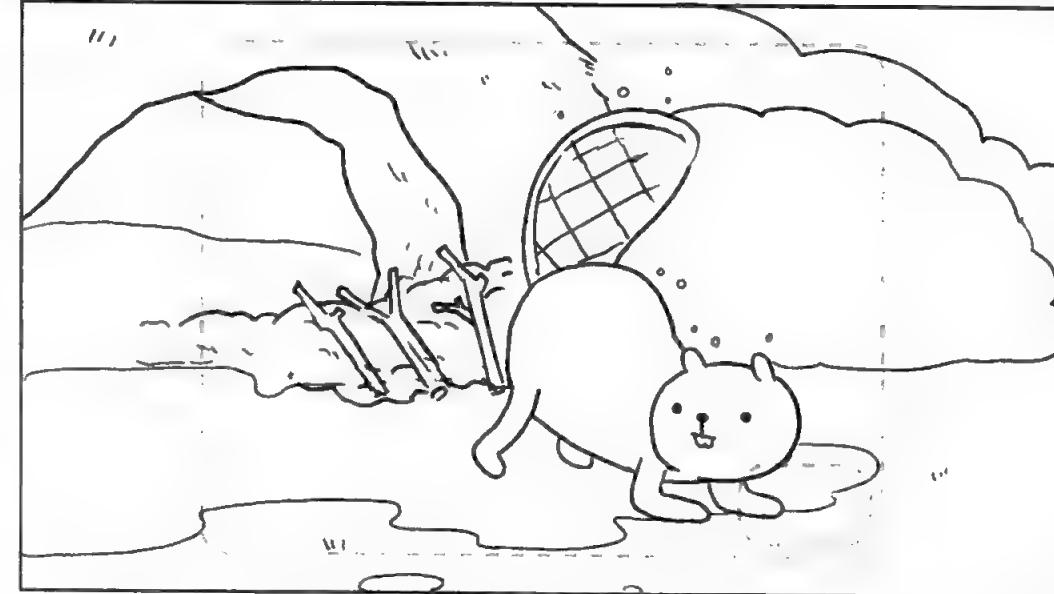
Bg.

day night

1025-177

EPISODE #

1025/177



Dialog:

SFX/ THWACK! THWACK! THWACK!

Action:

- B #4 ENTERS W STICKS
- BEAVER #3 STILL WHACKING

B PACKING MUD W/ TAIL  
A-A-A-A



Timing:

MAR 20 2014

Production :

1025/177

1025/177

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Cut

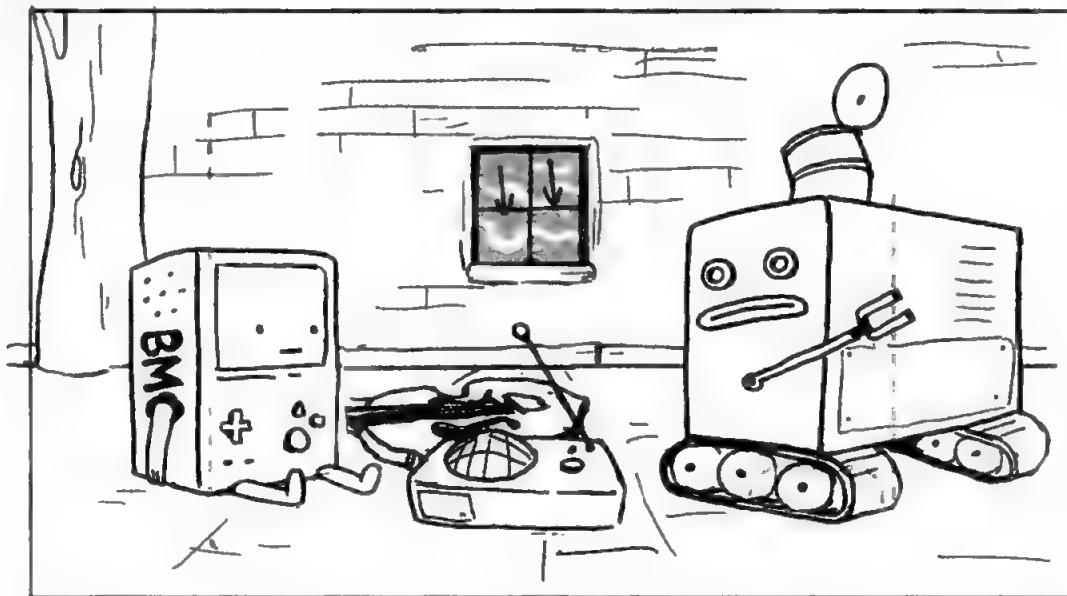
# ADVENTURE TIME

Sc. 83

Pnl. A

Bg.

day night



Sc. 84

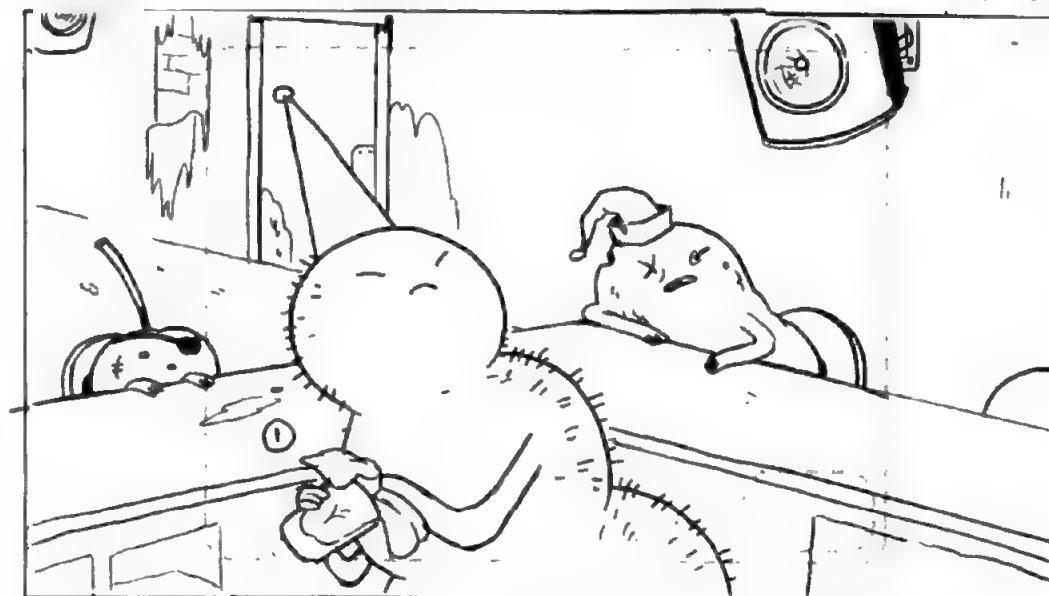
Pnl. A

Bg.

day night

Cut

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EPISODE #

1025-177

Production :

1025/177

Dialog:

SFX / CO/S THWACK THWACK THWACK

SFX / CO/S THWACK THWACK THWACK

Action:



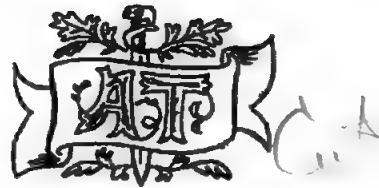
CYCLE ①,②,①,② ect.

MAR 20 2014

Timing:

1025/177

# ADVENTURE TIME

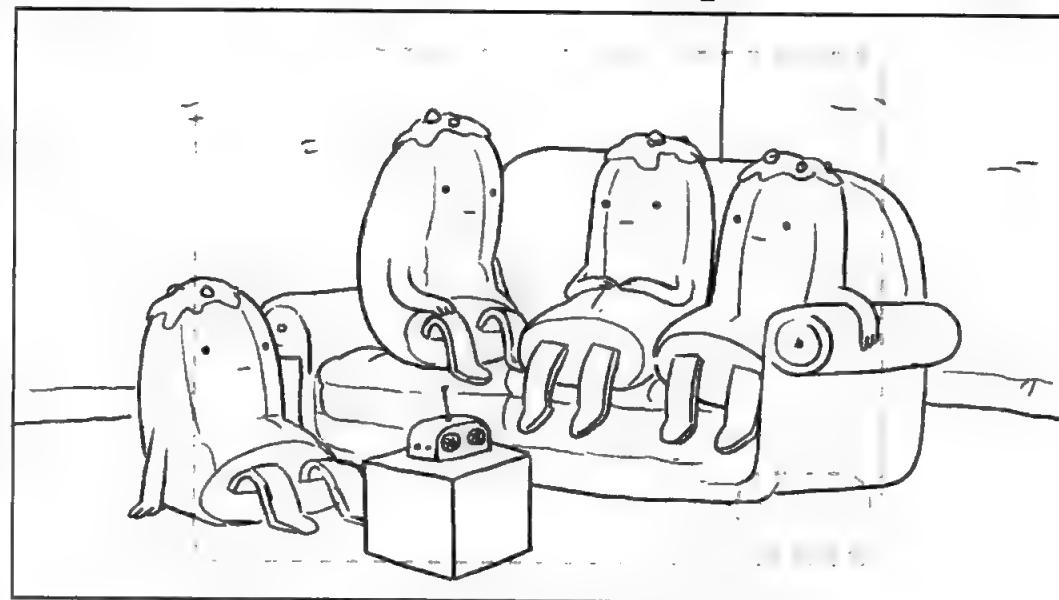


Sc. 85

Pnl. A

Bg.

day night

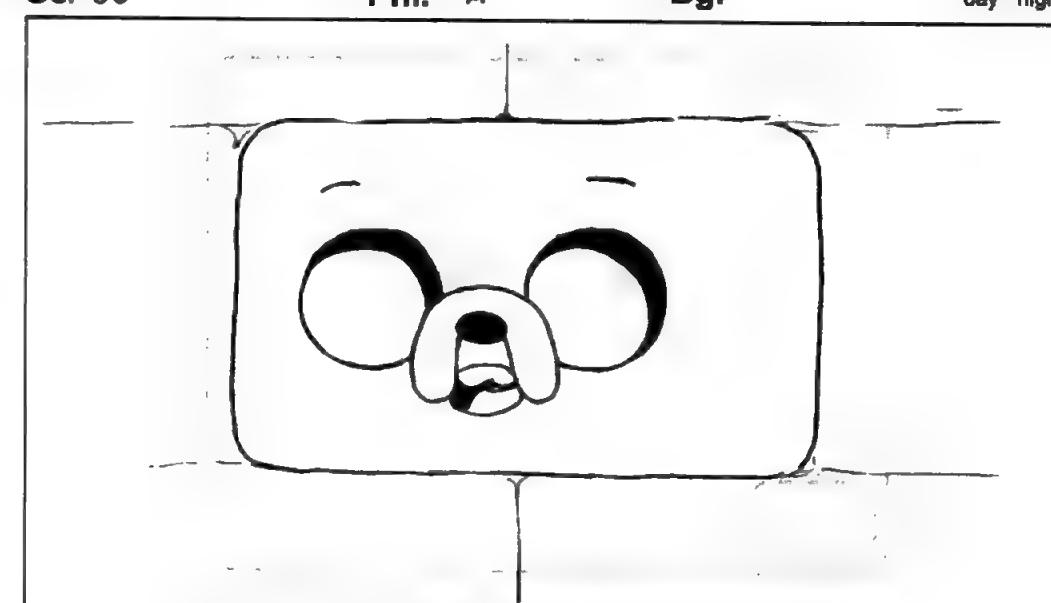


Sc. 86

Pnl. A

Bg.

day night



**Dialog:**

SFX / (COS) THWACK THWACK THWACK

J/ HERE'S AN UNUSUAL SIGHT...

**Action:**

- BANANA GUARD LOUNGE.

**Timing:**

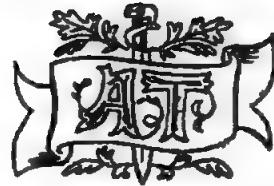
MAR 20 2014

1025/177

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CUT

# ADVENTURE TIME

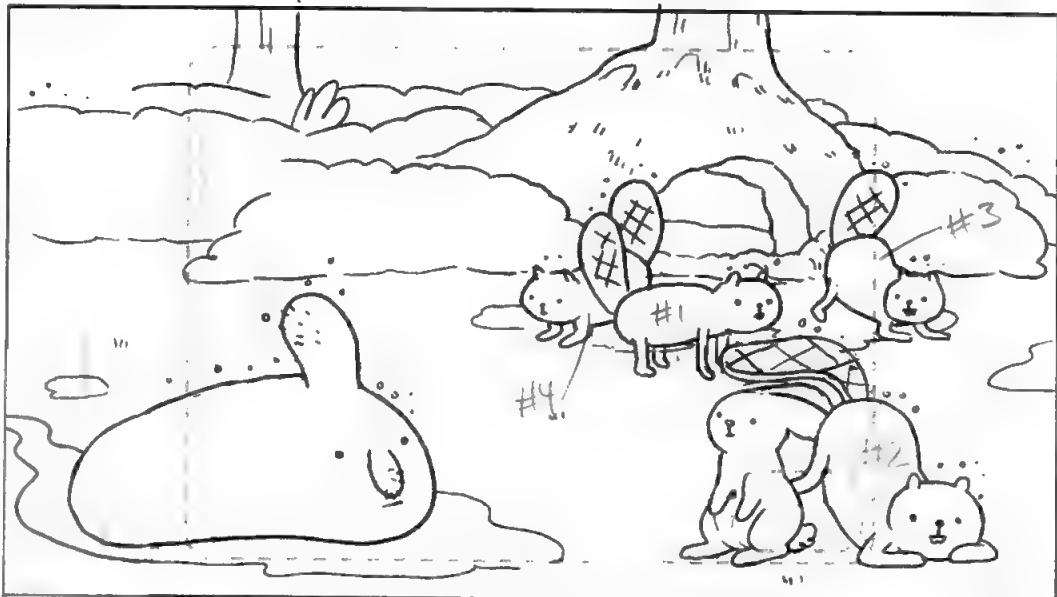


Sc. 87

Pnl. A

Bg.

day night



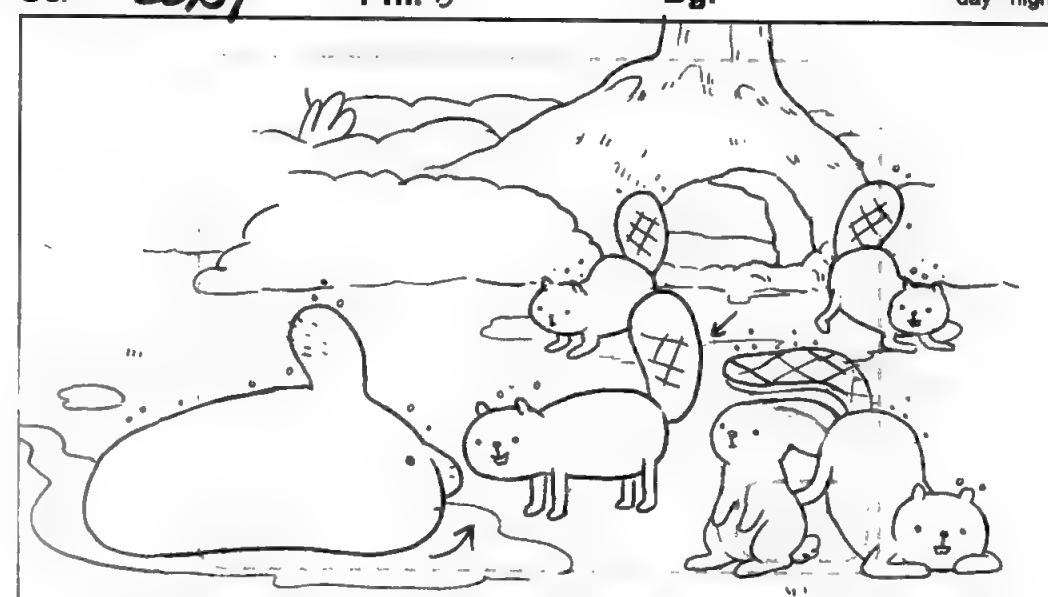
Sc. 87

CONT

Pnl. B

Bg.

day night



Page 162

Dialog:

J/ (O/S) IT'S A SEA LARP!

J/ (O/S) YOU'D EXPECT TO SEE A FEW MUDSCAMPS OUT IN WEATHER LIKE THIS ...

Action:

- BAKER WALKS OVER TO EXPLAIN WHAT'S GOING ON.

Timing:

MAR 20 2014

Production:

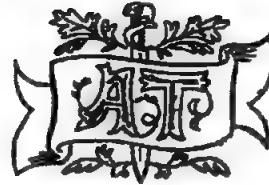
1025-177

EPISODE #

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1025/177

## ADVENTURE TIME

Sc. 87 *CONT*

Pnl. C

Bg.

day night

Sc. 87 *CONT*

Pnl. D

Bg.

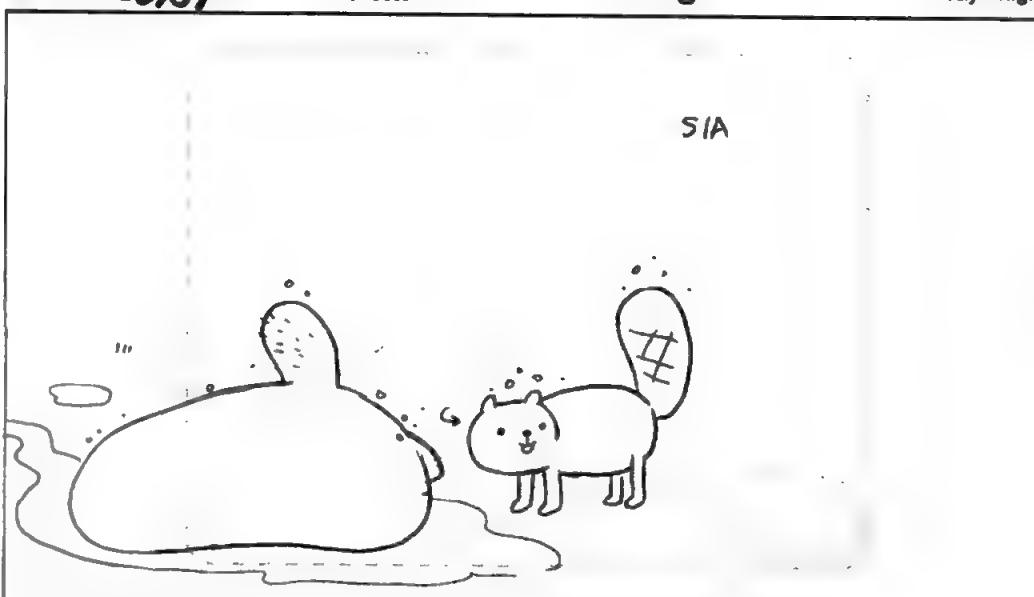
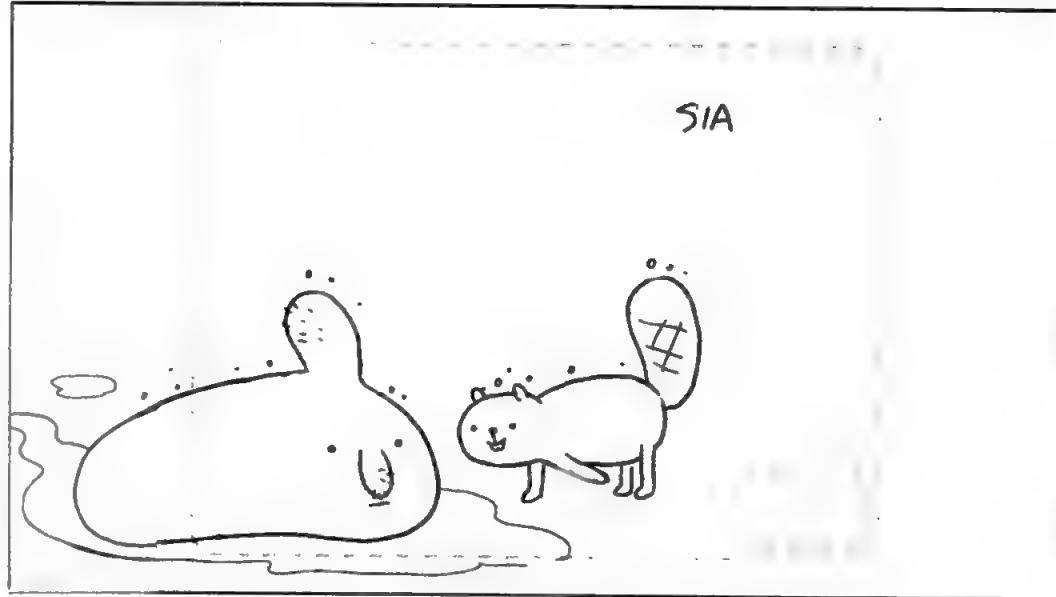
Page 163

day night

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EPISODE #

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## Dialog:

J/ (o/s) ...BUT HERE WE HAVE A RARE TREAT INDEED

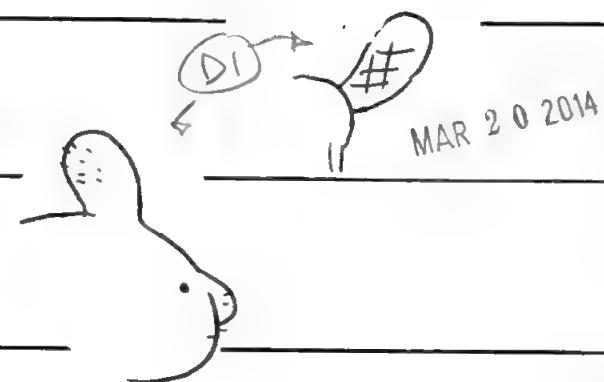
## Action:

- BEAVER EXPLAINS SITUATION TO SEA LARD (CHITTERING?)

- B DOES TAIL WHACKING MOTION,

- SEA LARD LOOKS AT BUNNY,  
THEN TO WARREN, THEN  
BACK TO BEAVER.

## Timing:



Production:

1025/177

1025/177

Act

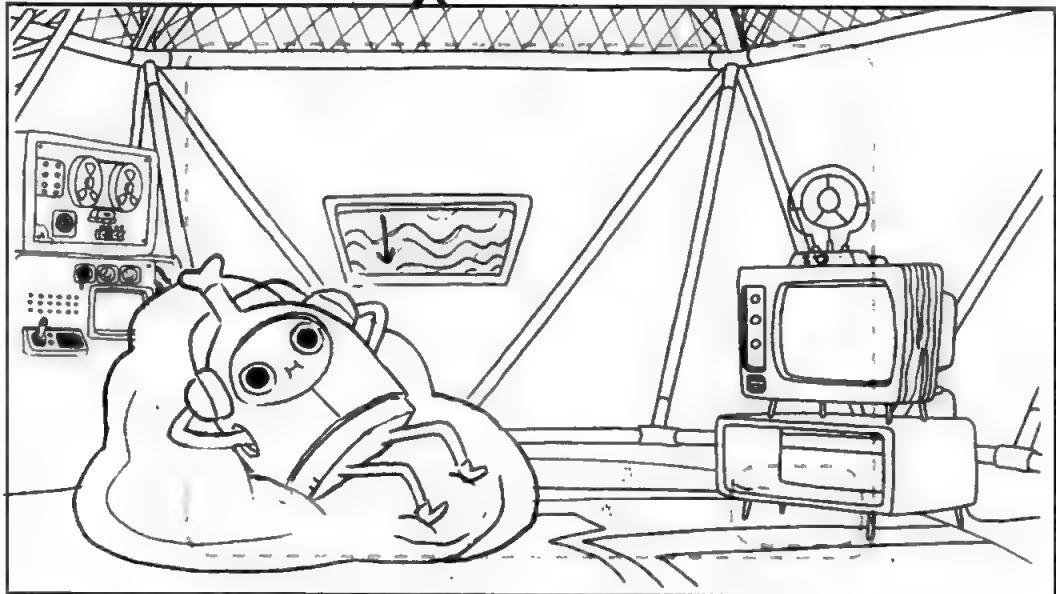
# ADVENTURE TIME

Sc. 88

Pnl.

Bg.

day night

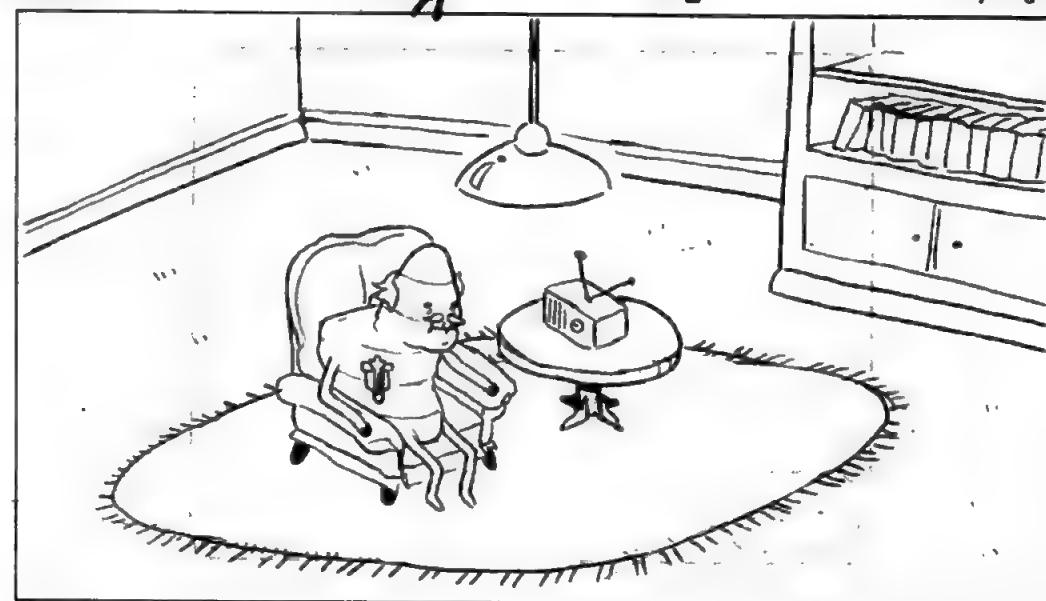


Sc. 89

Pnl.

Bg.

day night



Page 164

1025-177

EPISODE #

Production:

Dialog:

J/CO/S THIS LITTLE BEAUTY IS PRETTY FAR OUTSIDE OF HER NATURAL HABITAT...

J/CO/S) BUT I'VE HEARD IT SAID BY WISE  
OLD SALTS SCHOoled IN ANCIENT MARITIME LORE --

Action: - BANANA MAN IN FUTURE DOME.

MAR 20 2014

Timing:

1025/177

# ADVENTURE TIME

1025/177

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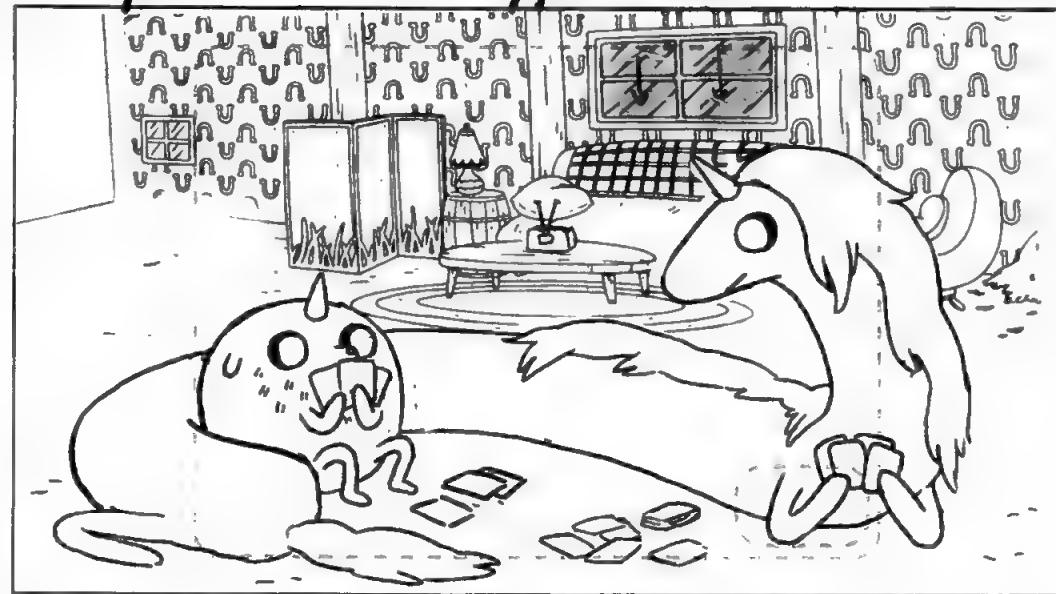
Sc. 90

Pnl.

A

Bg.

day night



Sc. 91

Pnl.

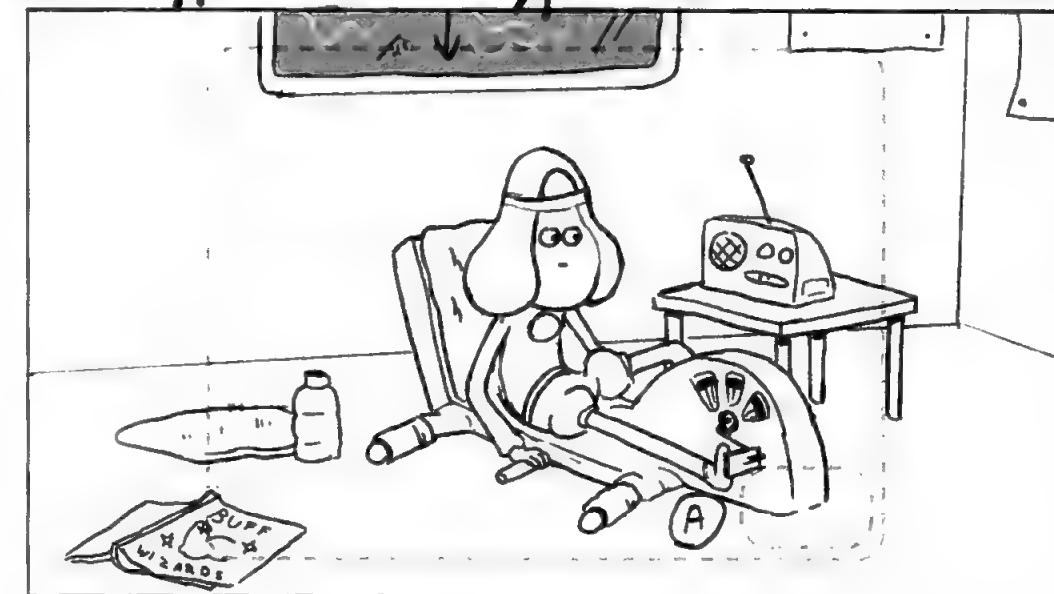
A

Bg.

Page 165

165 ANX

day night



EPISODE #

1025-177

Production :

MAR 20 2014

## Dialog:

JJ (O/S) ... THAT A STORM WILL SOMETIMES BLOW THEM  
OFF COURSE TO A REMARKABLE DEGREE.

JJ (O/S) LOOKS LIKE WE'VE GOT SOME PRETTY GOOD EVIDENCE TONIGHT

Action: - INT. LADY'S HOUSE.



arranges cards

slow  
pedal cycle



1025/177

# ADVENTURE TIME



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Sc. 92

Pnl. A

Bg.

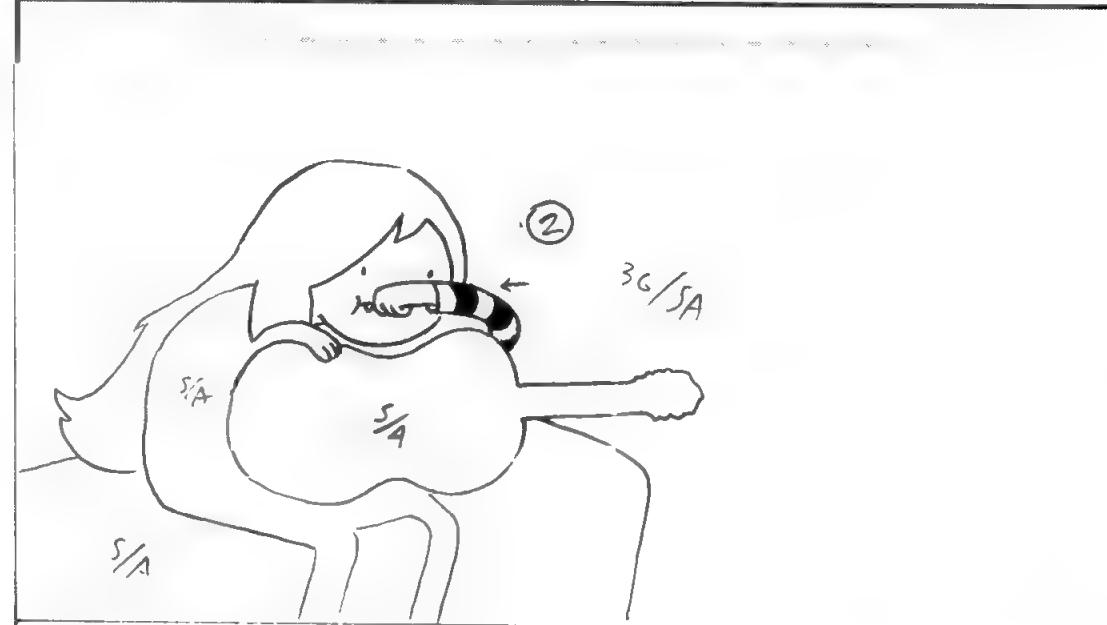
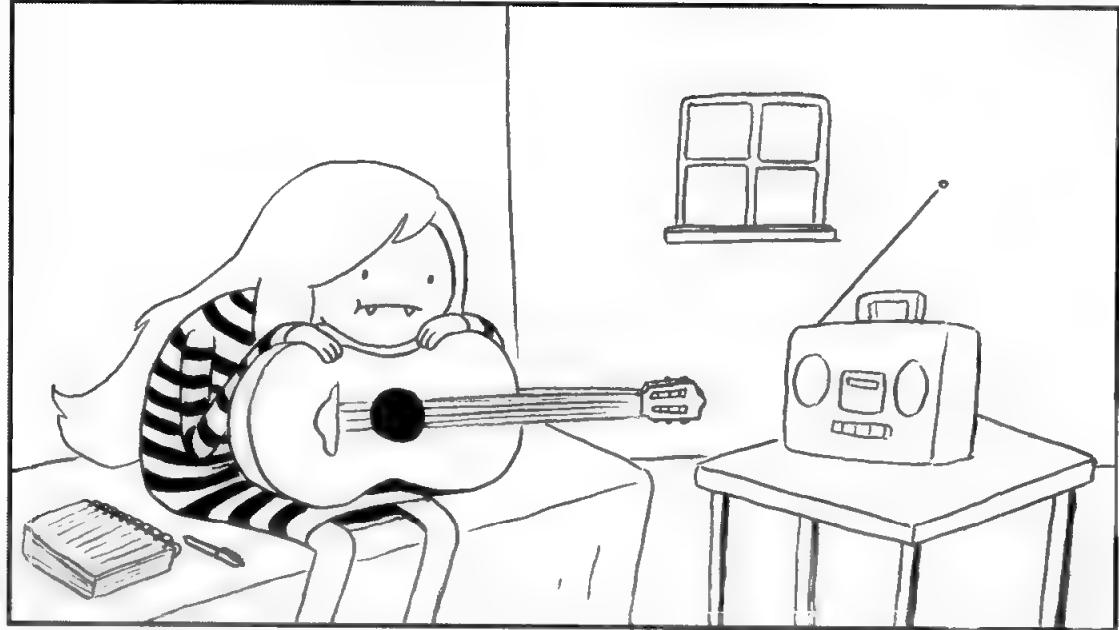
day night

Sc. 92 *CONT*

Pnl. B

Bg.

165A  
Page  
166 NEXT  
day night



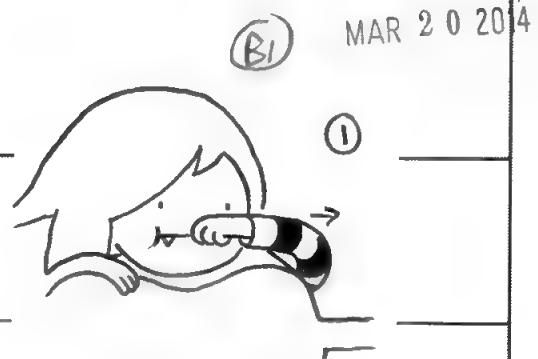
Dialog:

J: (o/s) YES SIR, SOMETIMES THOSE OLD SAILORS  
KNOW WHAT THEY'RE TALKING ABOUT...

Action:

- M. scratches nose  
cycle ①, ②, ①, ②

Timing:



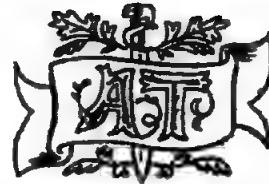
EPISODE #

1025/177

Production:

1025/177

# ADVENTURE TIME



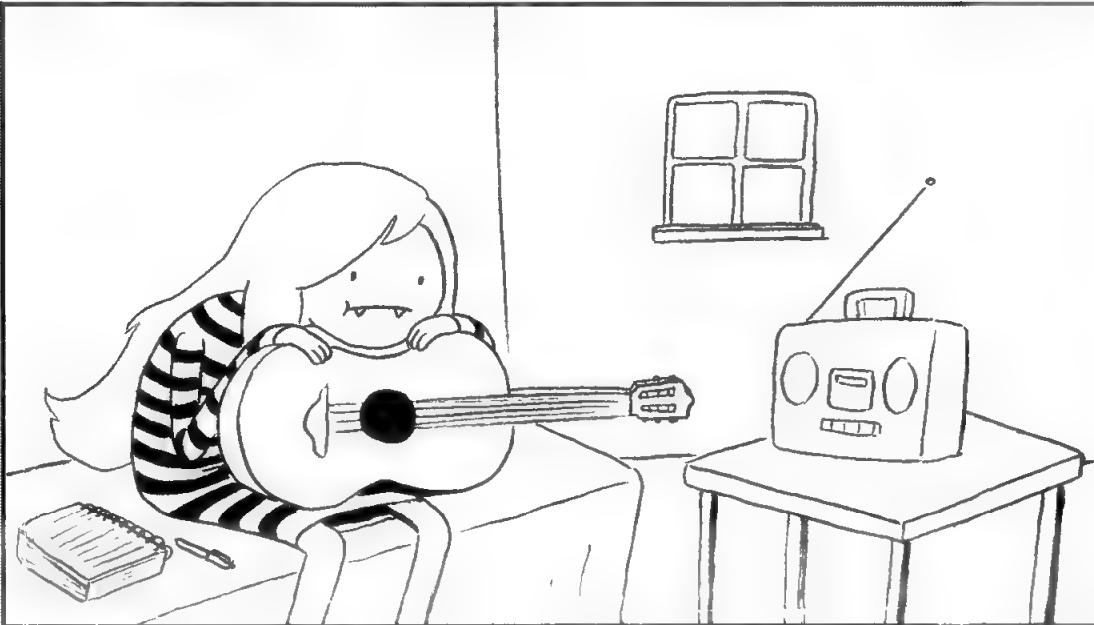
Cut

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Sc. 42 cont Pnl. C

Bg.

day night

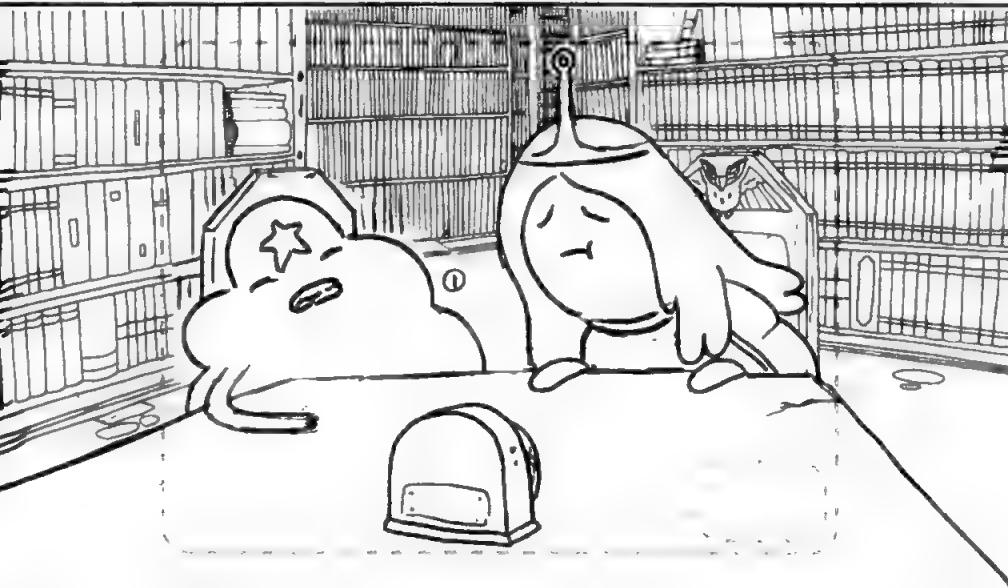


Sc. 43

Pnl. A

Bg.

day night



EPISODE #

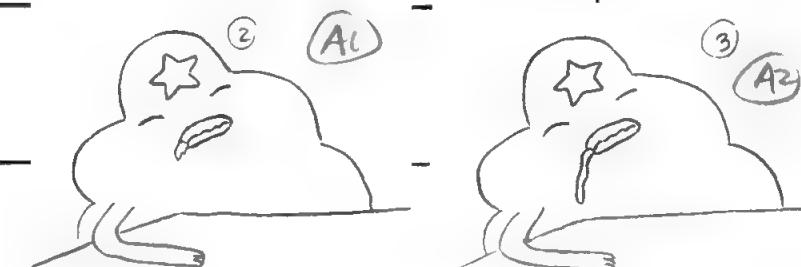
1025-177

Cut

1023/177

J/CO/S IT'S THE TRIUMPH OF EXPERIENCE VERSUS THE  
SECOND-HAND VERITIES OF MUSTY ACADEMIC TOMES.

MAR 20 2014



1025/177

1025/177

1025/177

Cut

# ADVENTURE TIME



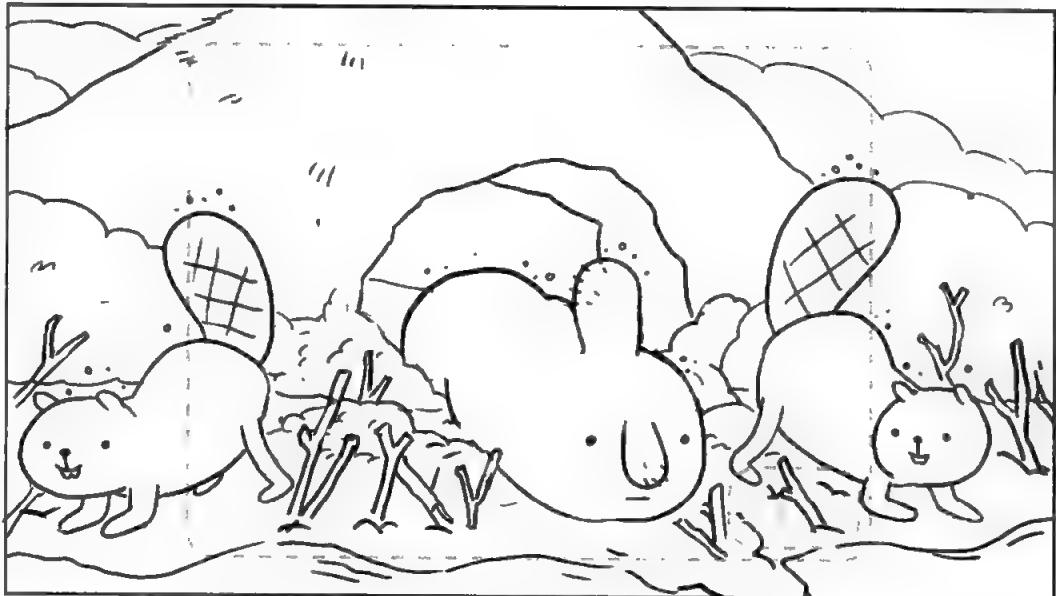
Page 167

Sc. 94

Pnl. A

Bg.

day night

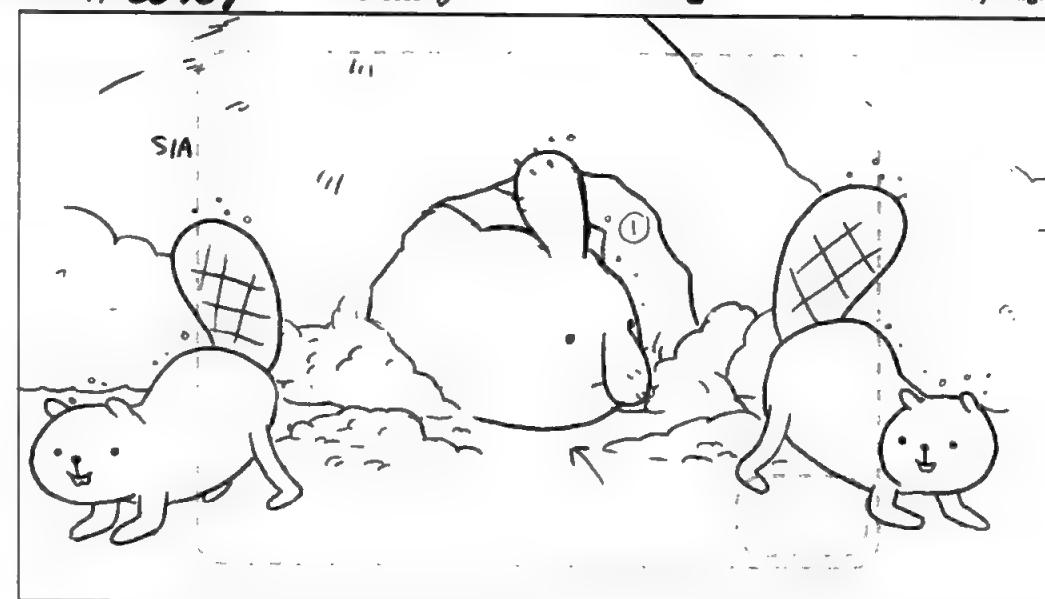


Sc. 94 cont

Pnl. B

Bg.

day night



Dialog:

JJ (015) THE FEISTY SEA LARD IS PITCHING RIGHT IN TO SAVE THE RABBIT HOLE. --

MAR 20 2014

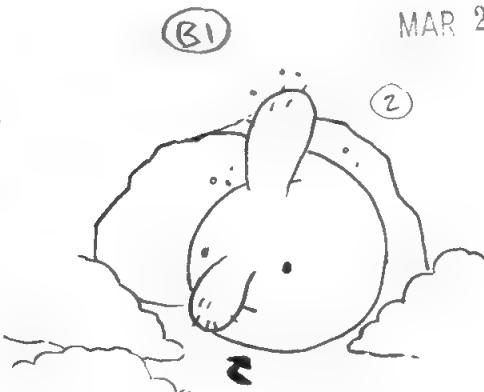
Action:



- RAIN & WIND CONT'D
- BEAVERS KEEP PATTING MUD (ABAB)

Tim...

- SEA LARD SCOTS INTO WARREN



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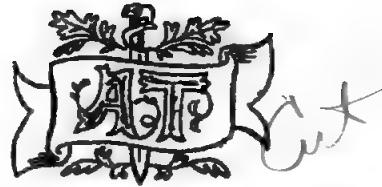
1025-177

EPISODE #

1025/177

1025/177

## ADVENTURE TIME



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Sc. 94 *cont*

Pnl. c

Bg.

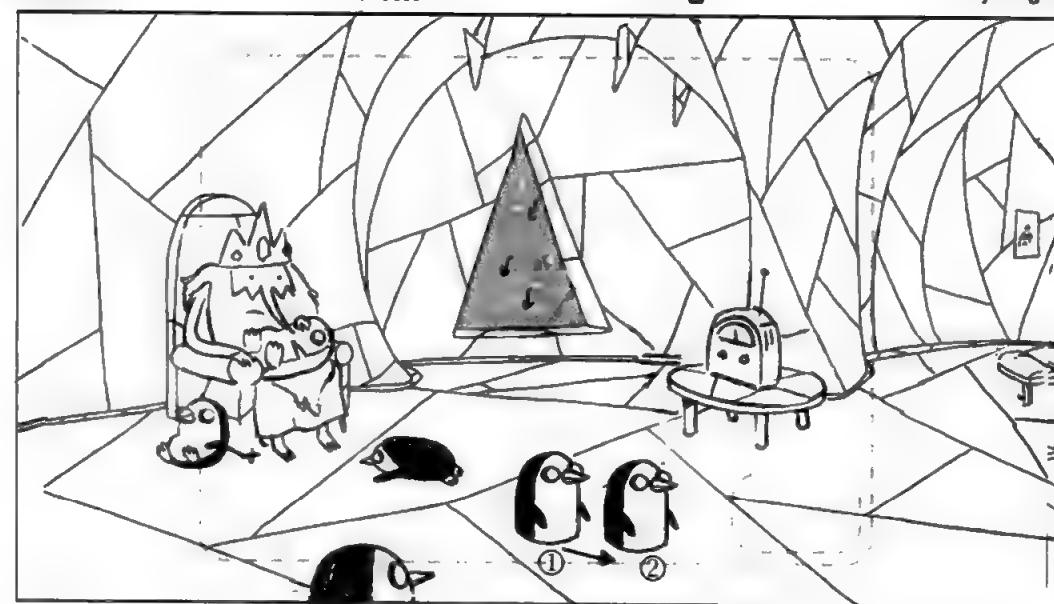
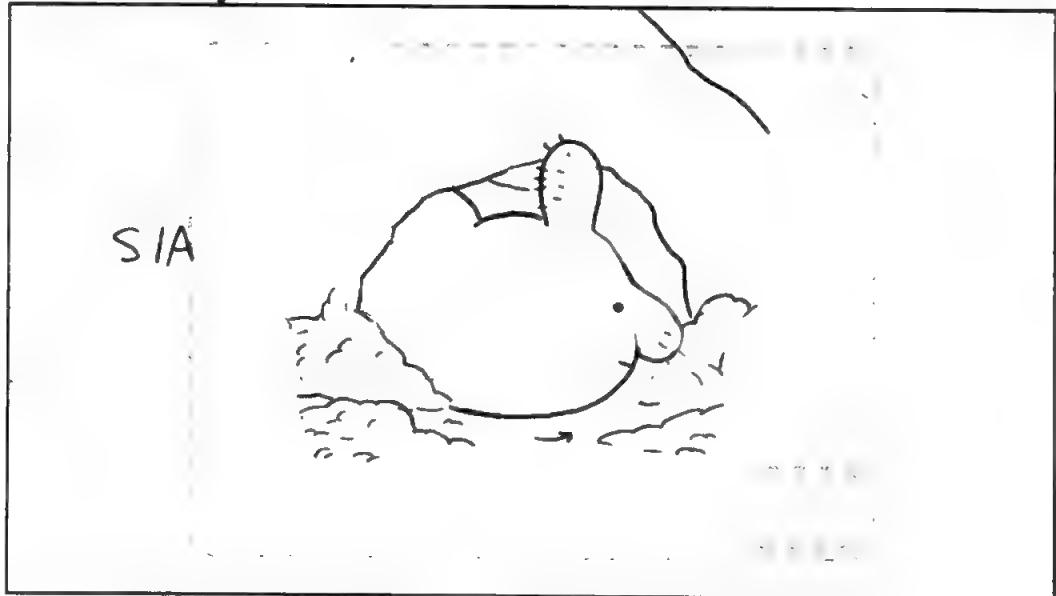
day night

Sc. 95

Pnl. A

Bg.

day night



## Dialog:

JJ (O/S) BELYING ITS SLOTHFUL REPUTATION --JJ (O/S) SHE USES HER PRODIGOUS, SWIVELING BEHIND TO INCREASE THE SIZE OF THE HOLE.

## Action:

- INT. ICE KINGDOM

MAR 20 2014

## Timing:

Production :

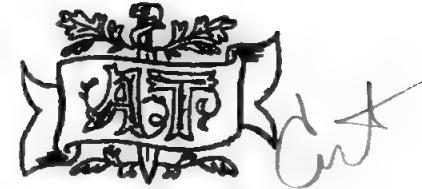
1025-177

1025/177

1025/177

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# ADVENTURE TIME

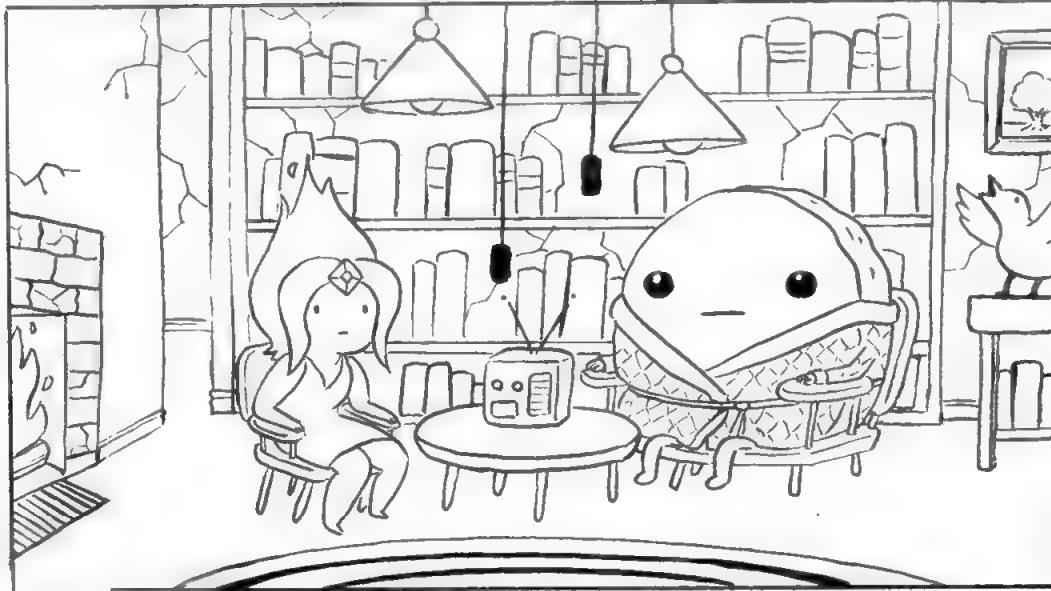


Sc. 96

Pnl. A

Rn

day night

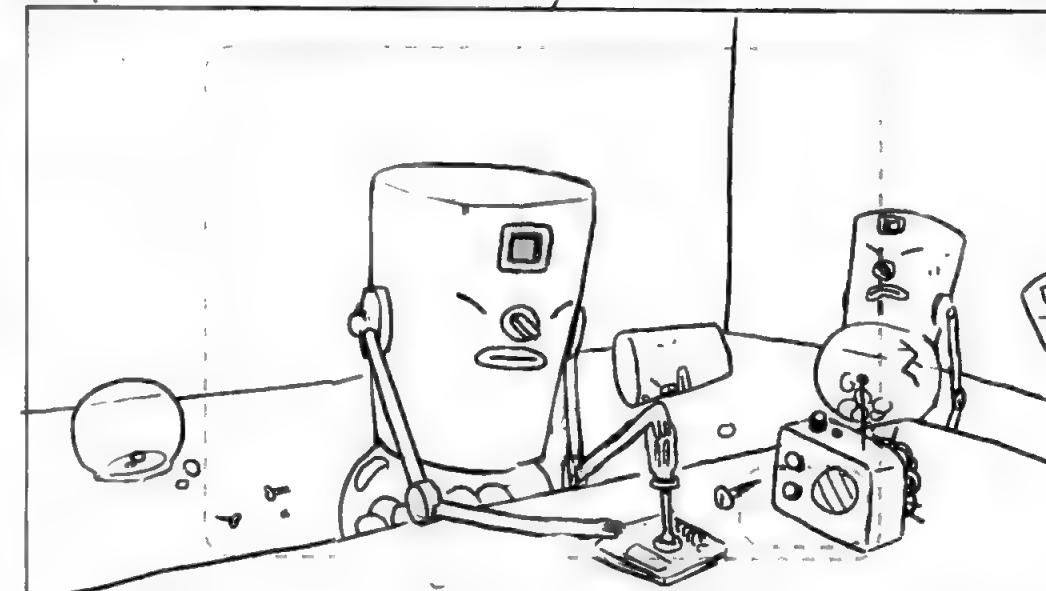


Sc. 97

Pnl. A

Bg.

day night



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EPISODE #

1025-177

1025/177

Dialog:

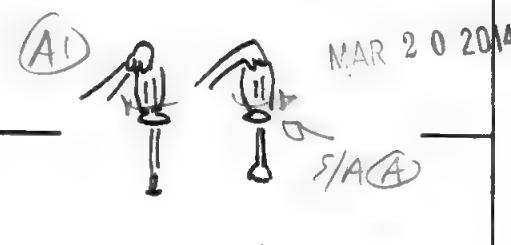
J/CO/S) WHILE THE BEAVERS CONTINUE TO REINFORCE  
THE SIDES WITH STRAW AND STICK...

SFX/ THWACK THWACK THWACK THWACK

J/CO/S) AT TIMES LIKE THESE, THE SUPPOSED CRUELTY AND INDIFFERENCE OF  
THE NATURAL WORLD— ALL TOO OFTEN ITS MOST SALIENT FEATURE...

Action:

- FIRE KINGDOM.

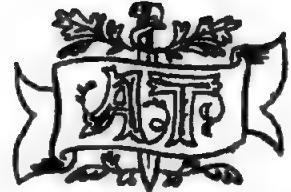


Timing:

Production:

Cut

# ADVENTURE TIME

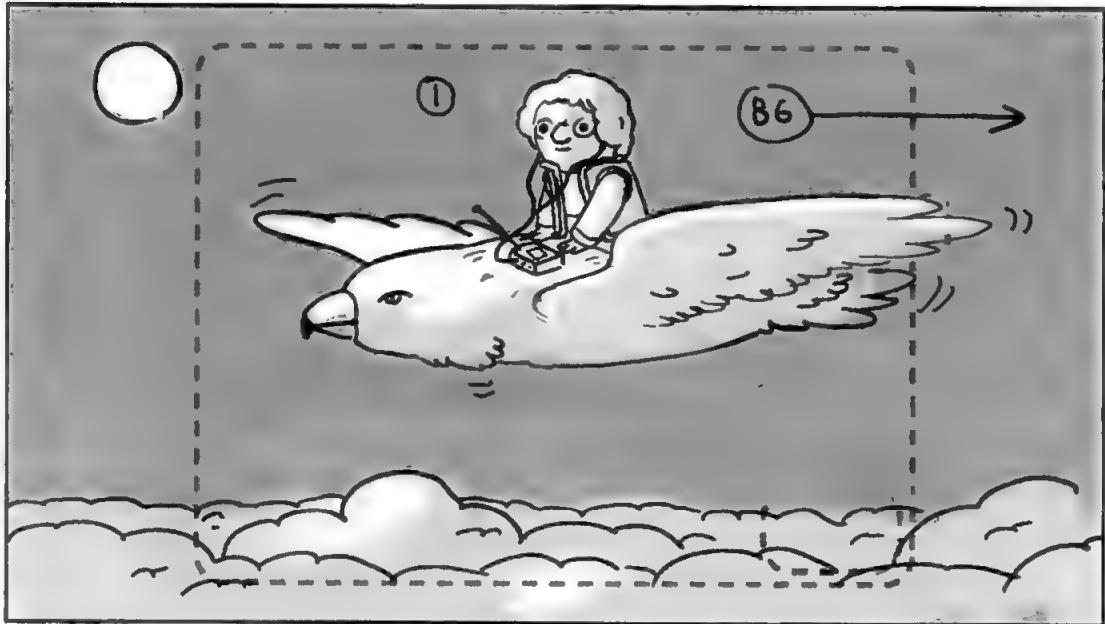


Sc. 98

Pnl. A

Bg.

day night

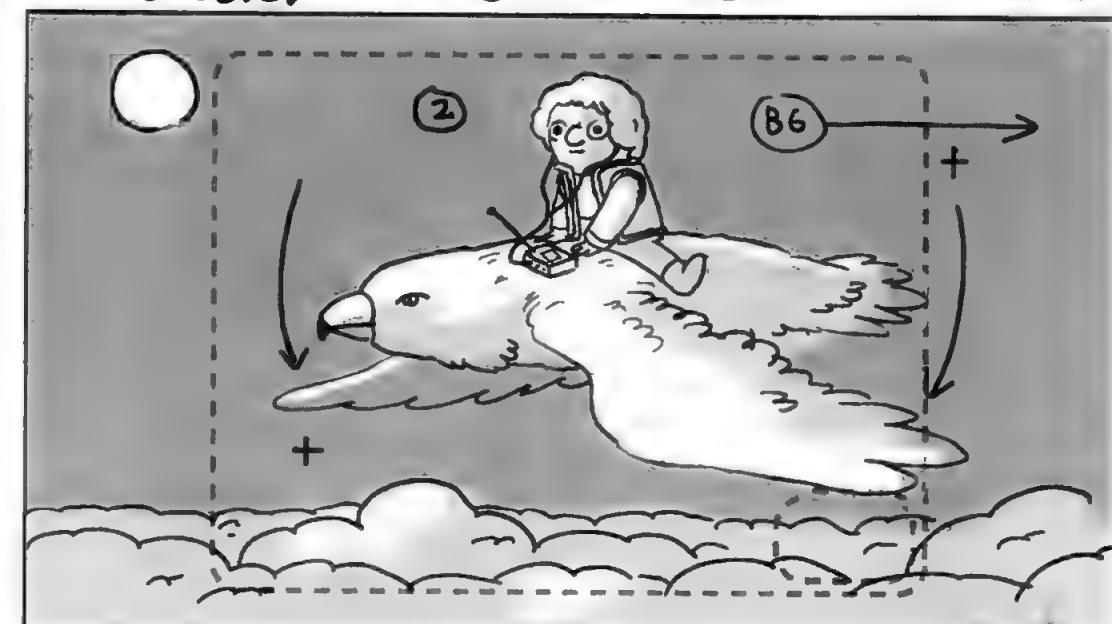


Sc. 98 cont

Pnl. B

Bg.

Page 170  
170A NEXT  
day night



1025/177

## Dialog:

J/ (O/S) PALE BEFORE THE NOBLER INSTINCTS OF EVEN OUR MOST HUMBLE KIN . . .

Action: - LEMONHONEY RIDES EAGLE THROUGH NIGHT SKY,  
HIGH ABOVE THE CLOUDS.



## Timing:

CYCLE  
①, ②, repeat



EPISODE #

1025/177

Production :

1025/177

# ADVENTURE TIME

Sc. 98 *CONT*

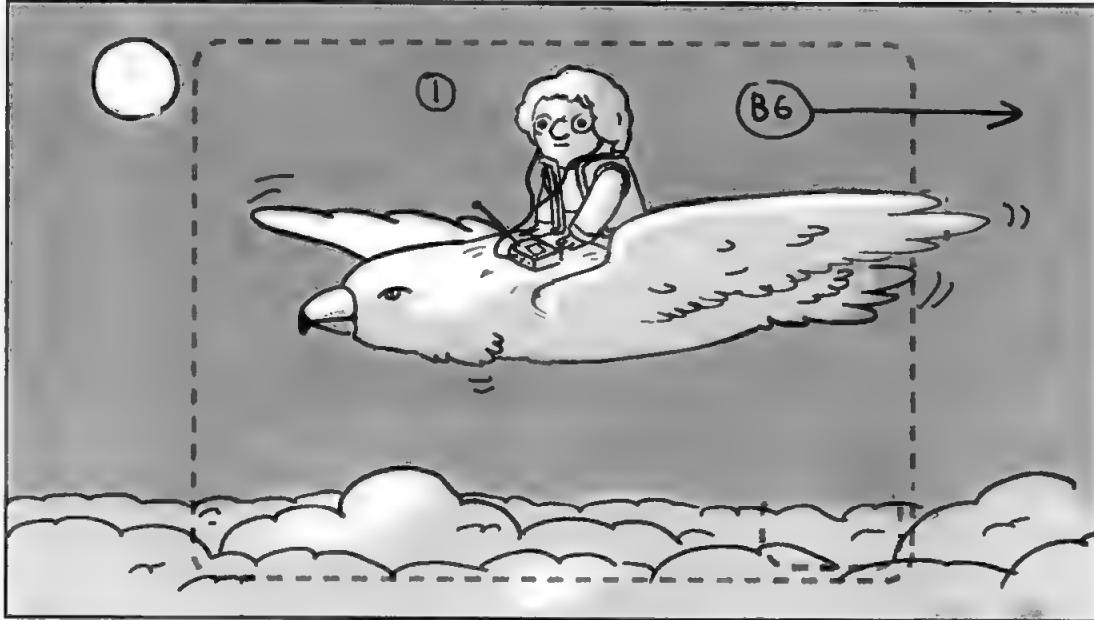
Pnl. C

Bg.

day night

NO SC  
100

Page 170 A  
171 NEW  
day night

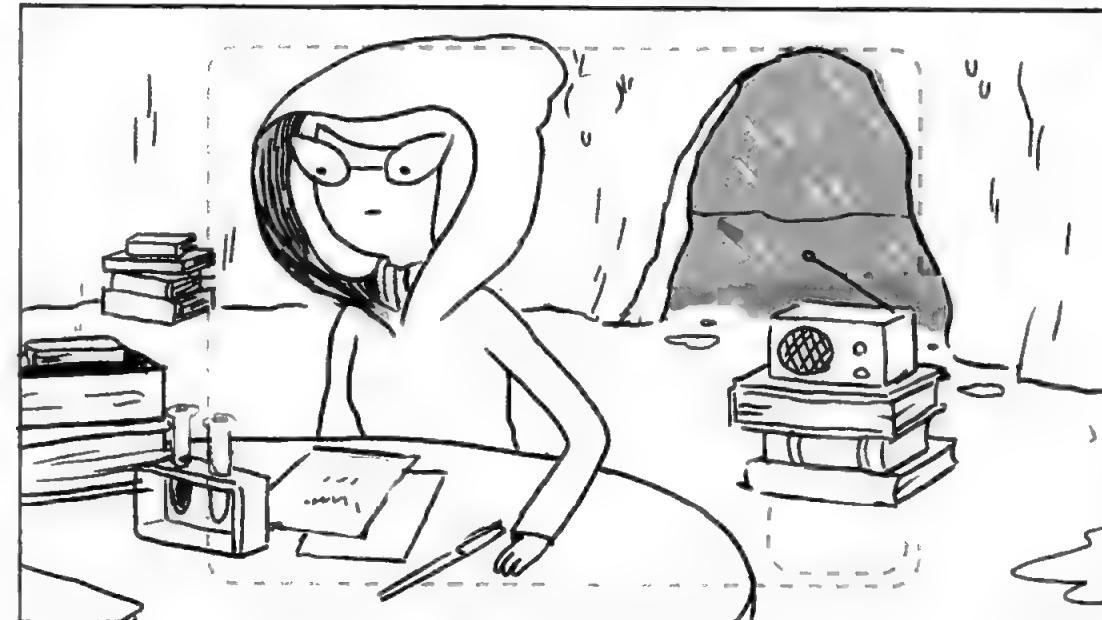


Sc. 99

Pnl. A

Bg.

Cut



1025/177

1025-177

EPISODE #

1025/177

Dialog:



Action:

(o/s)  
SFX / THWACK THWACK THWACK

MAR 20 2014

Timing:

- BETTY TURNS  
TOWARDS RADIO.

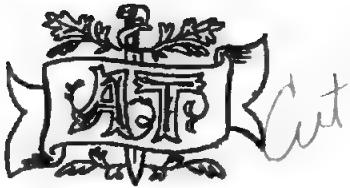
CYCLE  
①, ②, repeat



Production :

1025/177

# ADVENTURE TIME



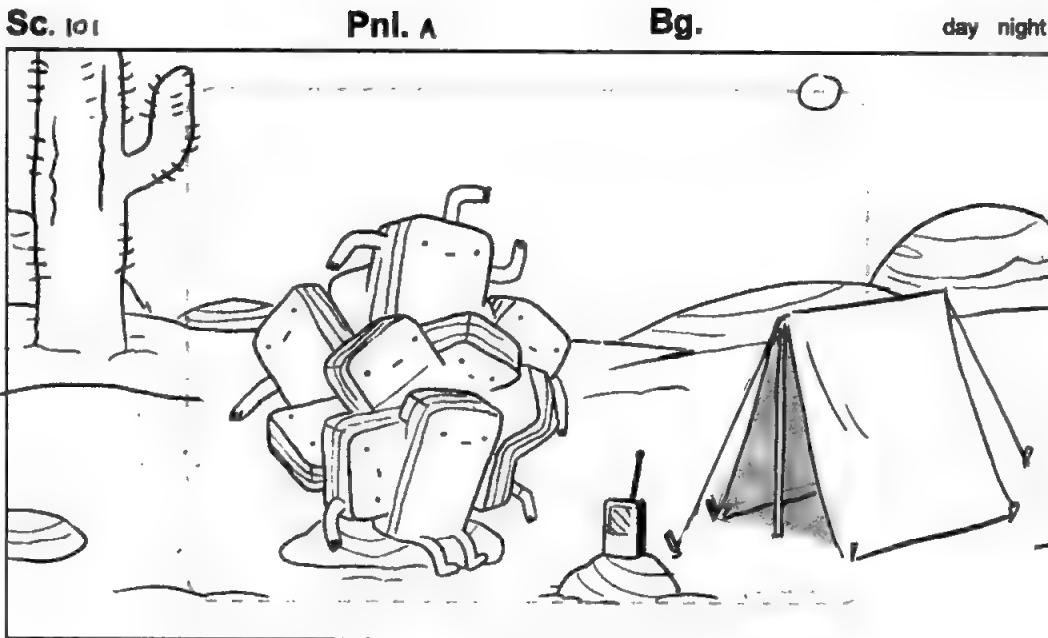
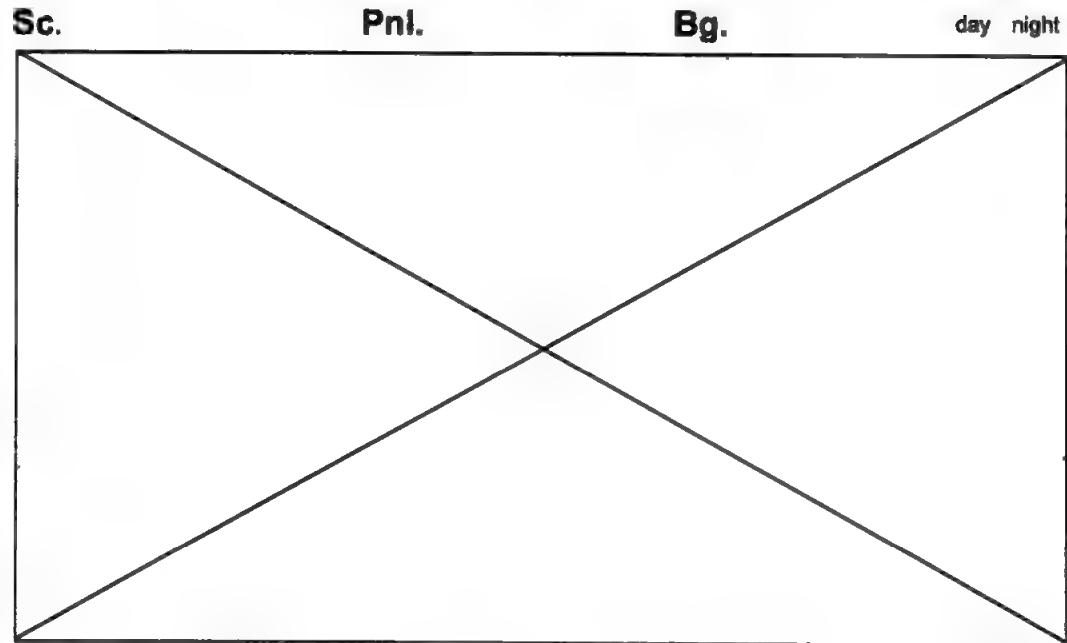
Page 171

Cut

1025-177

EPISODE #

1025 / 177



Production :

1025 / 177

Dialog:

(o/s)  
SFX/ THWACK THWACK THWACK

(o/s)  
SFX/ THWACK THWACK THWACK

Action:

- JAMESES WAIT IN THE DESERT.

MAR 20 2014

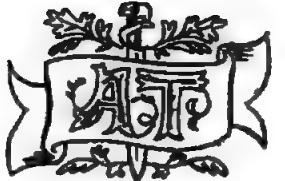
Timing:

1025/177

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Cut

# ADVENTURE TIME



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Cut

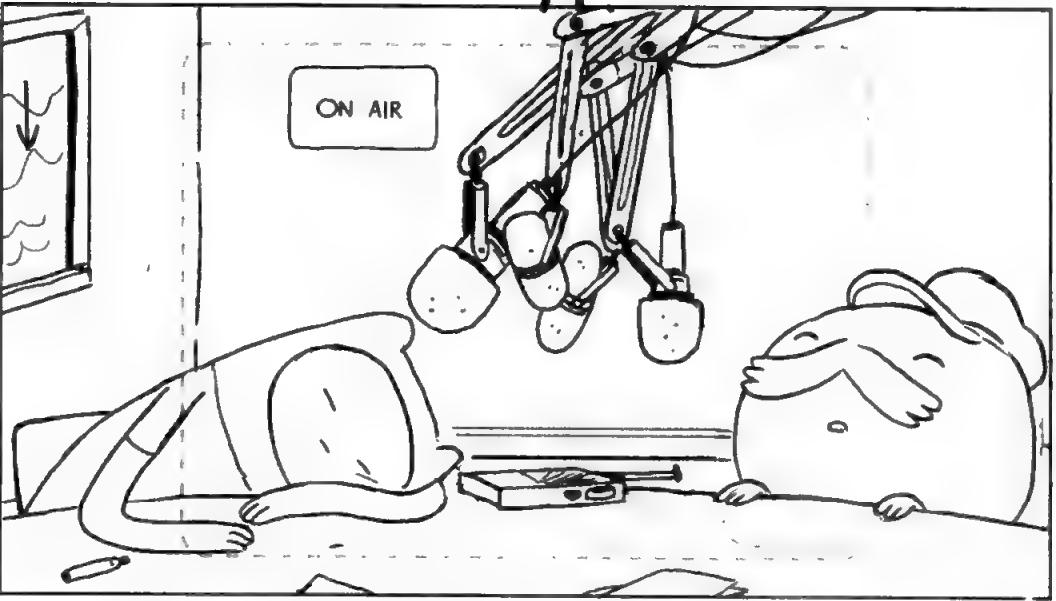
Sc. 102

Pnl.

A

Bg.

day night



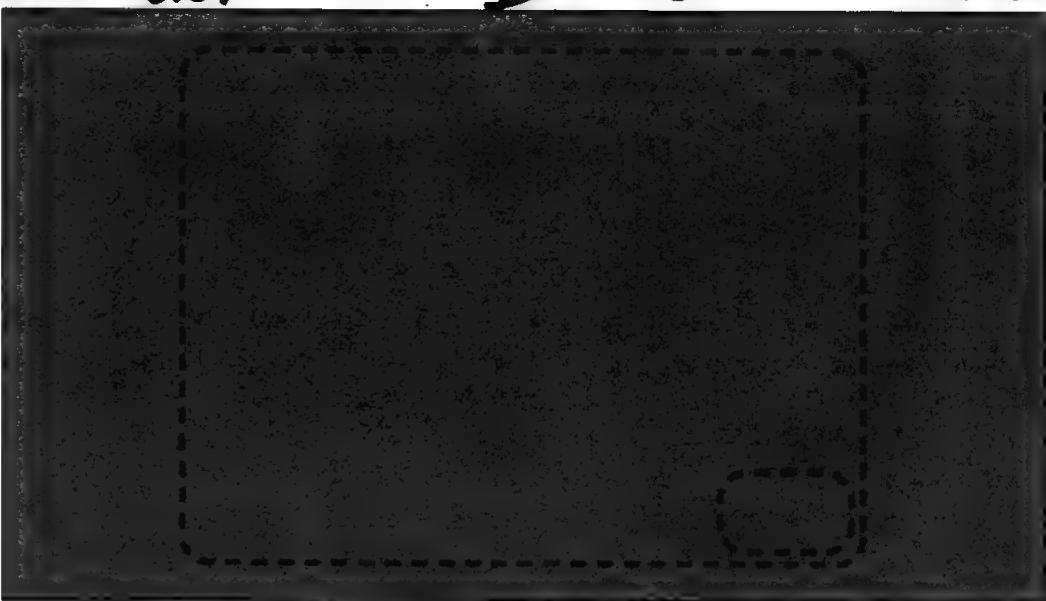
Sc. 102 *CONT*

Pnl.

B

Bg.

day night



Dialog:

(o/s)  
SFX / THWACK THWACK THWACK

FADE OUT

(BLACK FR)

Action:

FADE TO BLACK

MAR 20 2014

Timing:

Production:

1025/177

1025/177

Cut

# ADVENTURE TIME



Page 173

Sc. 103

Pnl. A

Bg.

day night

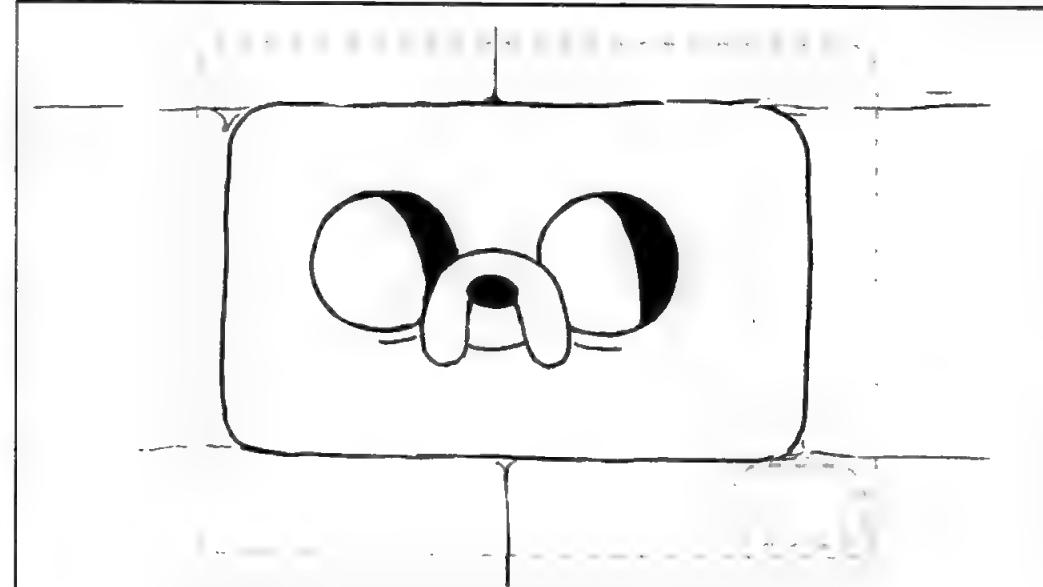


Sc. 104

Pnl. A

Bg.

day night



Dialog:



Action:

- FADE IN, EARLY MORNING

MAR 20 2014

Timing:

Production :

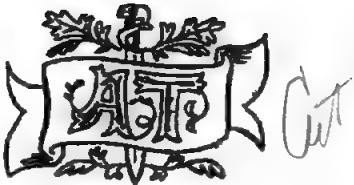
1025-177

EPISODE #

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1025/177

# ADVENTURE TIME



Page 174

Sc. 104 *CONT*

Pnl. B

Bg.

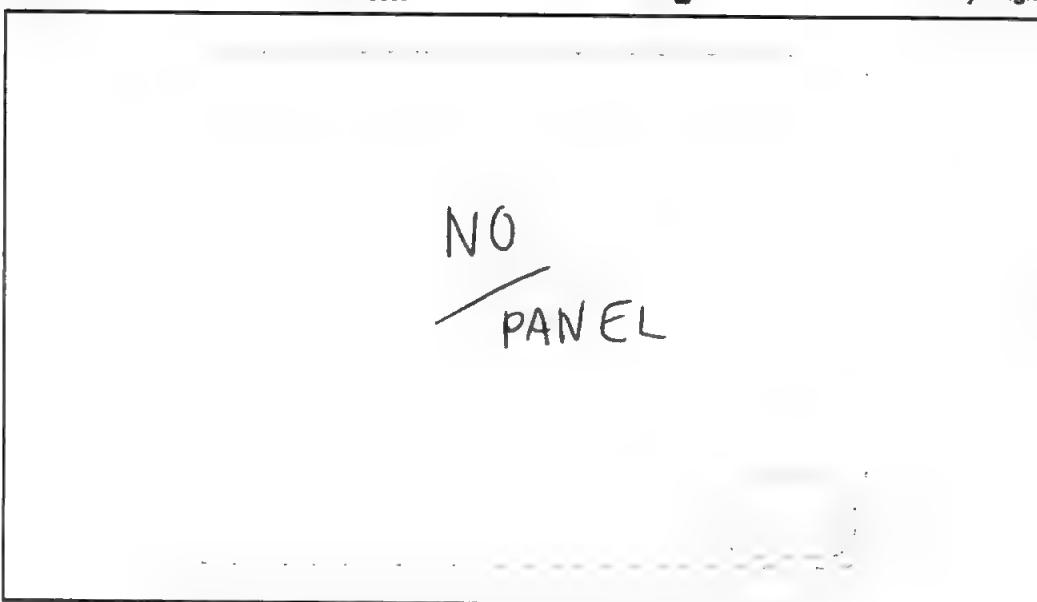
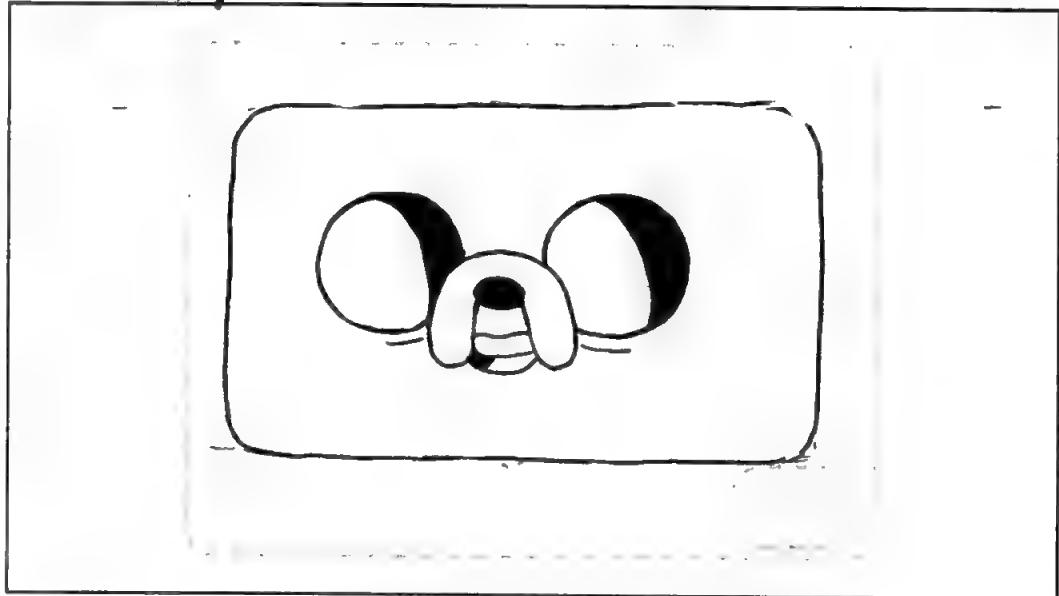
day night

Sc.

Pnl.

Bg.

day night



**Dialog:**

*JJ IN THE MORNING LIGHT ...*

**Action:**

MAR 20 2014

**Timing:**

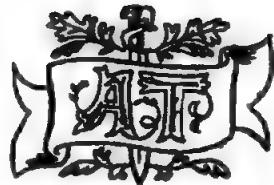
Production :

1025-177

EPISODE #

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# ADVENTURE TIME



Page 175

day night

Sc. 105

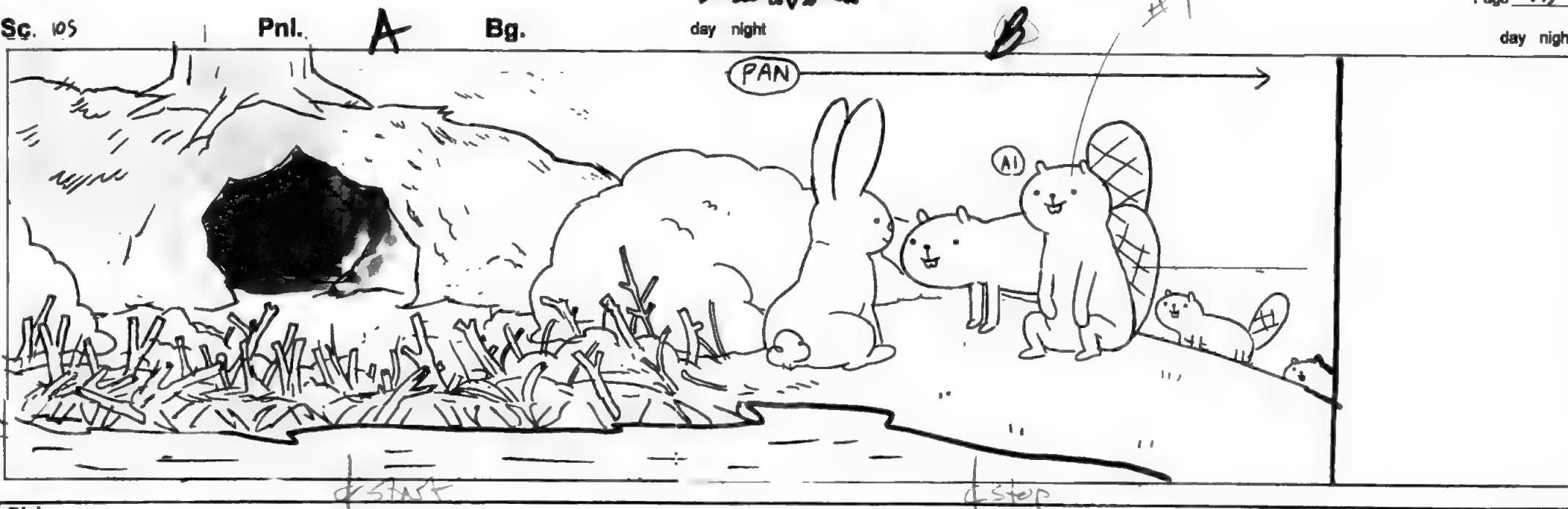
Pnl.

A

Bg.

day night

#1



1025-177

EPISODE #

Step

1025/177

Dialog:

Pan →

J/ (COS) FEW SIGNS REMAIN OF THE SUMMER STORM THAT BATTERED THIS IDYLLIC GLEN ..

Action:

— PAN RIGHT, B #1 NODS TO BUNNY



MAR 20 2014

Timing:

Production :

1025/177

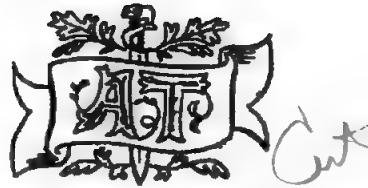
1025/177

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# ADVENTURE TIME

Sc. 105 cont Pnl. C

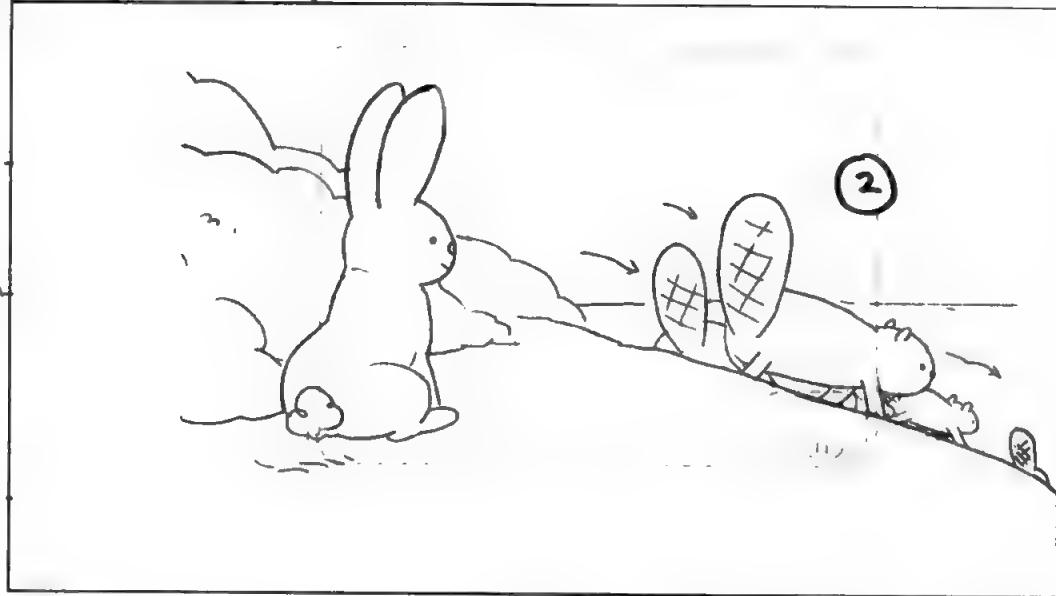
Bg.



day night

Page 176

day night

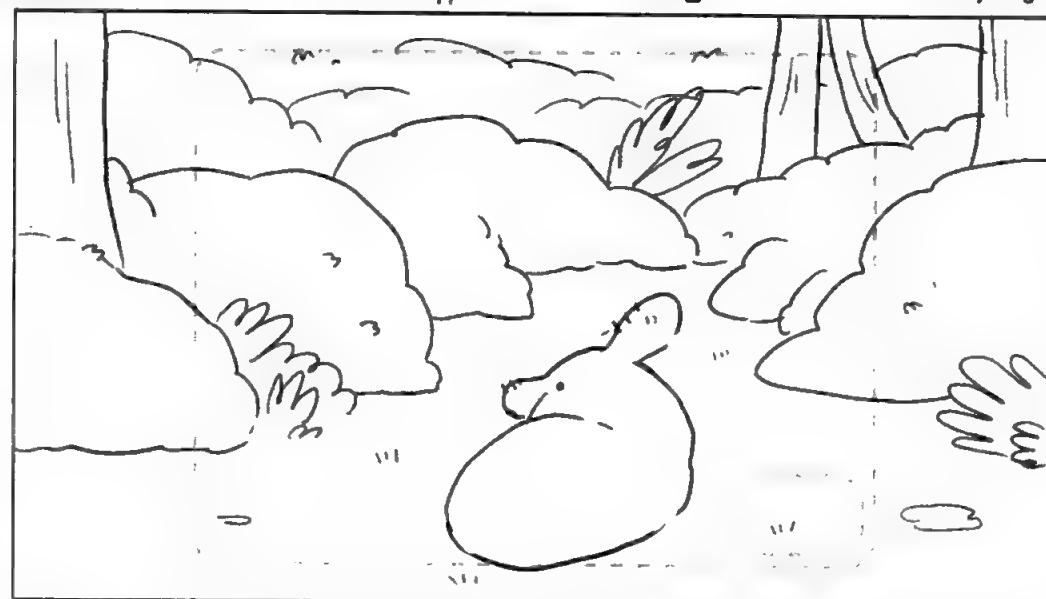


Sc. 106

Pnl. A

Bg.

day night



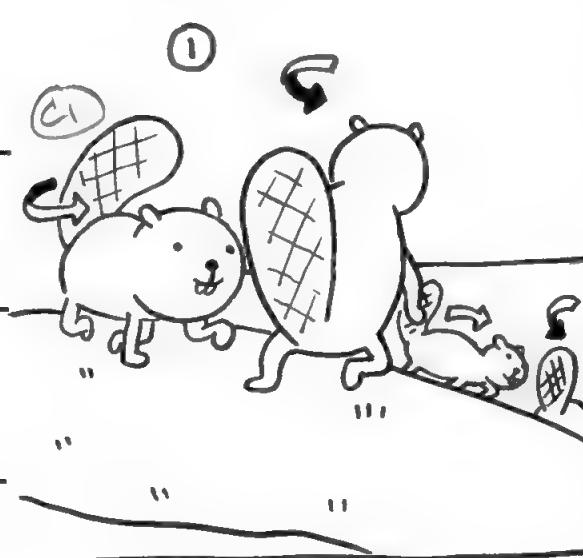
## Dialog:

JJ (O/S) THE BEAVERS ARE FINISHED WITH THEIR WORK AND ARE  
HEADING HOME ... PROBABLY GONNA MAKE SOME BREAKFAST.

## Action:

- BEAVERS WALK AWAY OVER HILL.

## Timing:



Production :

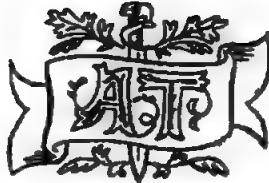
1025-177

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## ADVENTURE TIME



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Sc. 106 *CONT*

Pnl. B

Bg.

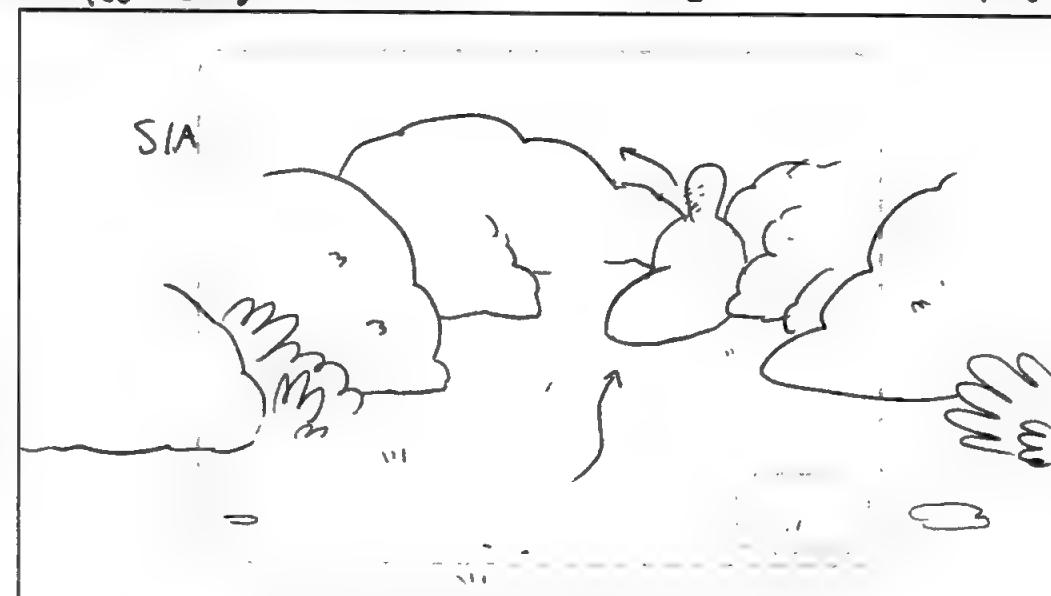
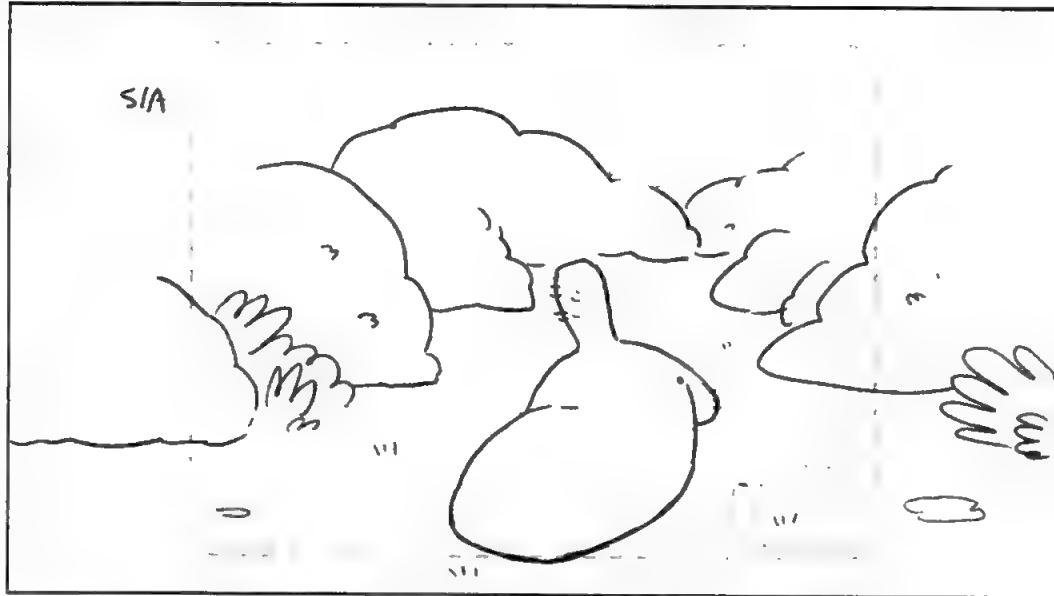
day night

Sc. 106 *CONT*

Pnl. C

Bg.

day night



## Dialog:

J: (O/S) THE SEA LARD LOOKS LIKE SHE'S GONNA GO  
WANDER THE WOODS FOR A WHILE.

J: (O/S) MAYBE SHE'LL FIND HER WAY BACK  
TO THE OCEAN --

## Action:



- SEA LARD WORMS AWAY TOWARDS  
BUSHES.  
MAR 20 2014

## Timing:



Production :

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1025/177

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# ADVENTURE TIME

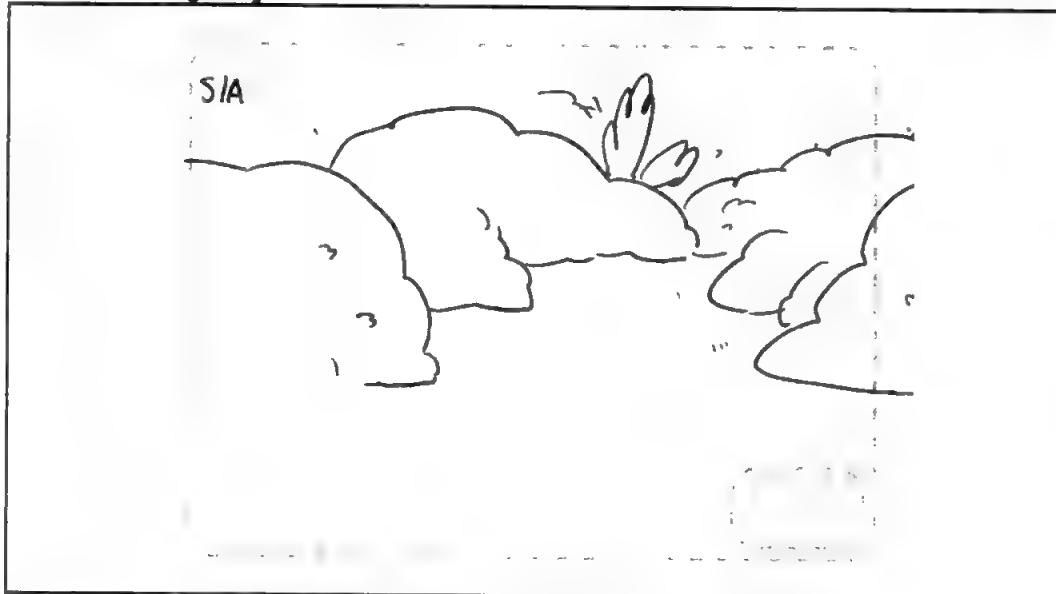


Page 178

Sc. 106 *CONT* Pnl. D

Bg.

day night

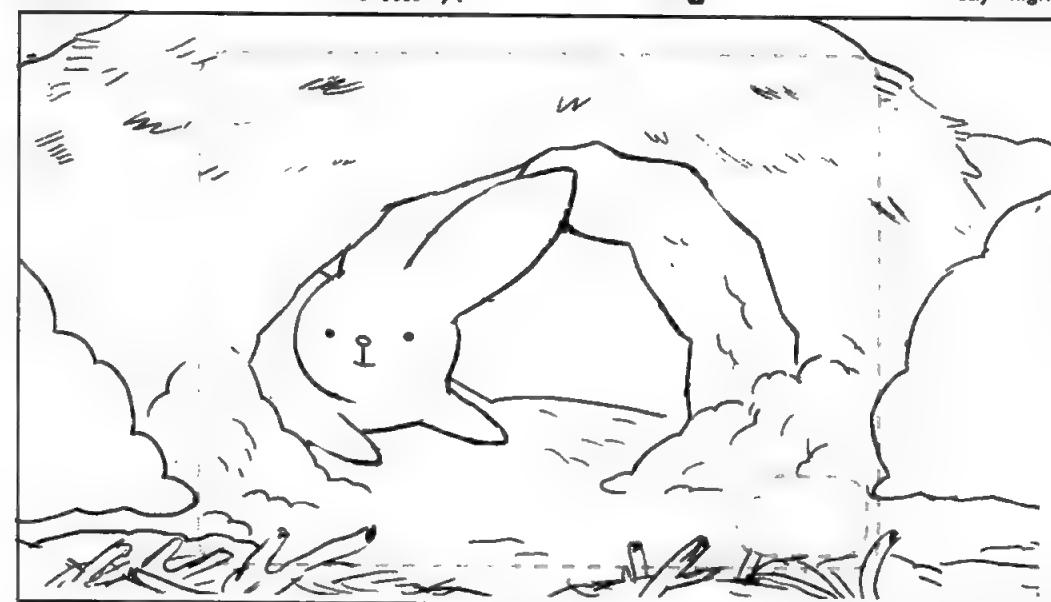


Sc. 107

Pnl. A

Bg.

day night



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EPISODE #

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Dialog:

J: (s) AND WRITE A NOVEL ABOUT  
HER EXPERIENCES.

Action:

- SEA LARD DISAPPEARS IN BUSHES

MAR 20 2014

Timing:

Production:

1025/177

# ADVENTURE TIME



Sc. 107 *CONT*

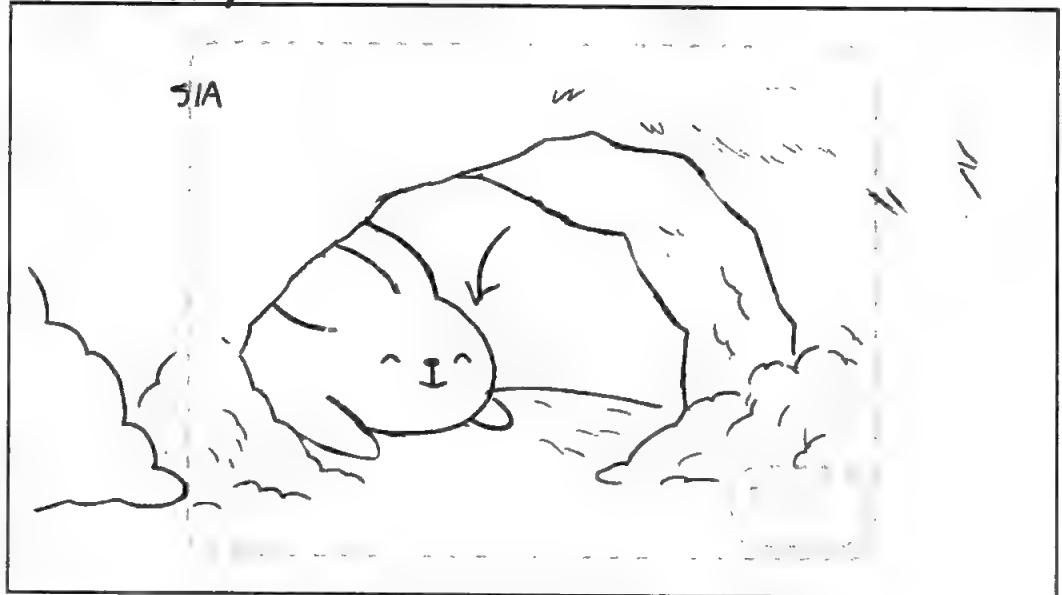
Pnl. B

Bg.

day night

Page 179

day night



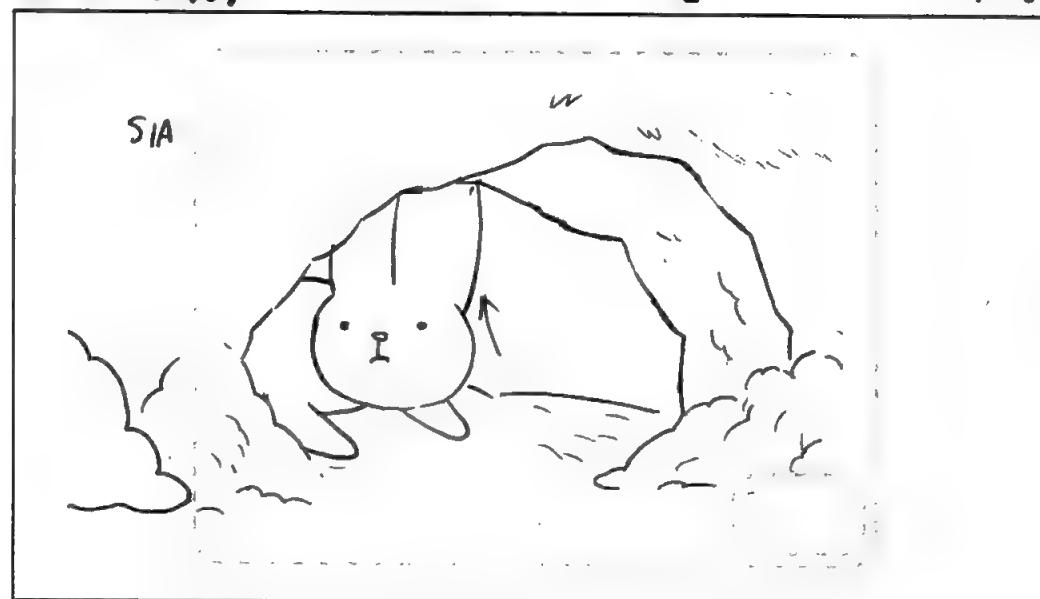
Sc. 107 *CONT*

Pnl. C

Bg.

day night

Cut



## Dialog:

JJ (O/S) MR. BUNNY IS EXHAUSTED, BUT CAN REST EASY KNOWING HIS HOME IS SECURE

SFX / RUSTLE RUSTLE

JJ (O/S) BUT ALAS, THE BUNNY'S REST IS SHORT - LIVED.

## Action:

- BUNNY SETTLES IN.

## Timing:

MAR 20 2014

Production :

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Cut

# ADVENTURE TIME



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Cut

Sc. 108

Pnl. A

Bg.

day night



Sc. 108

CONT

Pnl. B

Bg.

day night

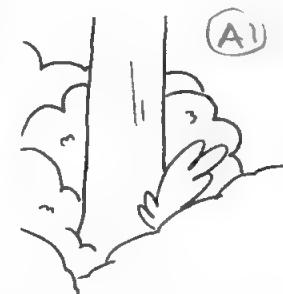


**Dialog:**

SFX / RUSTLE RUSTLE

J/ (O/S) (ominous) THE DEER IS BACK.

**Action:**



BUSH SHAKING (A B A B)

-DEER COMES INTO VIEW

*MAD 9/0 2014*

**Timing:**

Production :

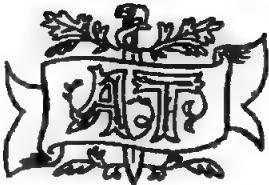
1025-177

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Cut

Sc. 109

Pnl. A

Bg.

day night

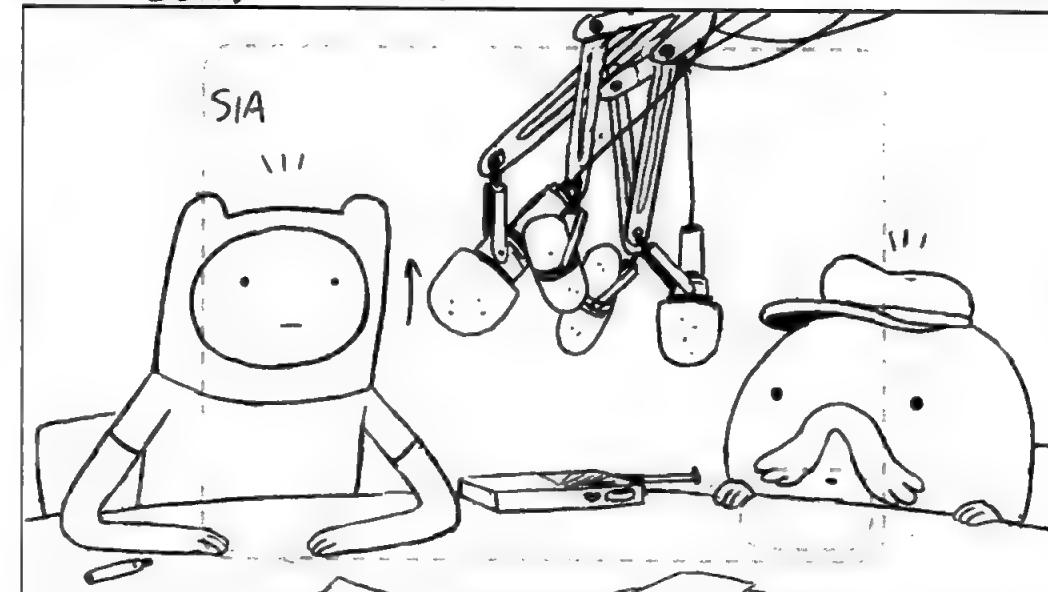
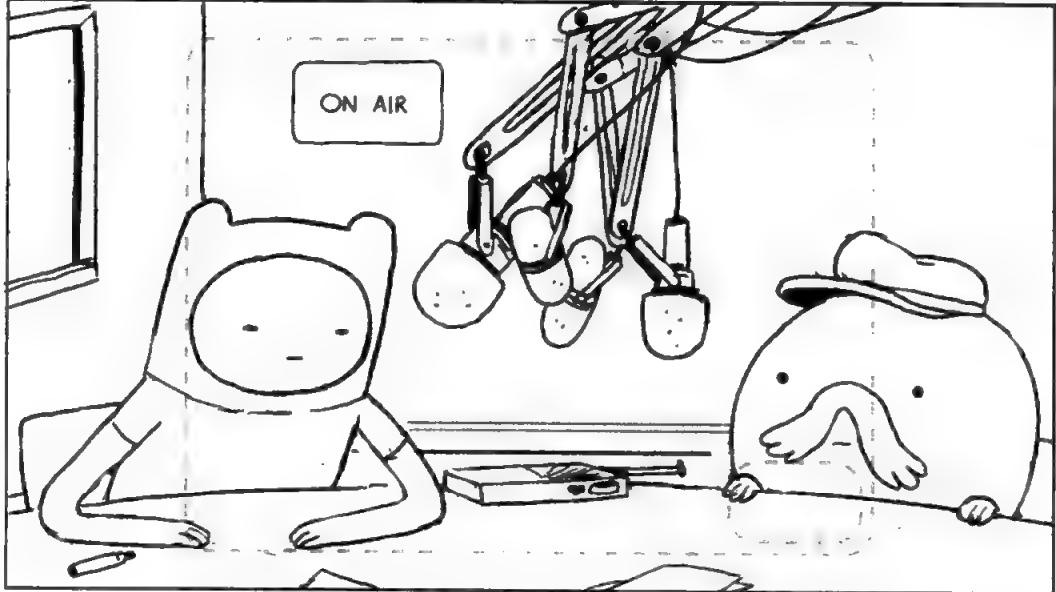
Sc. 109

CONT

Pnl. B

Bg.

day night



1025-177

EPISODE #

Production :

Dialog:

Action:

Timing:

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1025/177

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Cut

Page 182

Sc. 109 CONT Pnl. C

Bg.

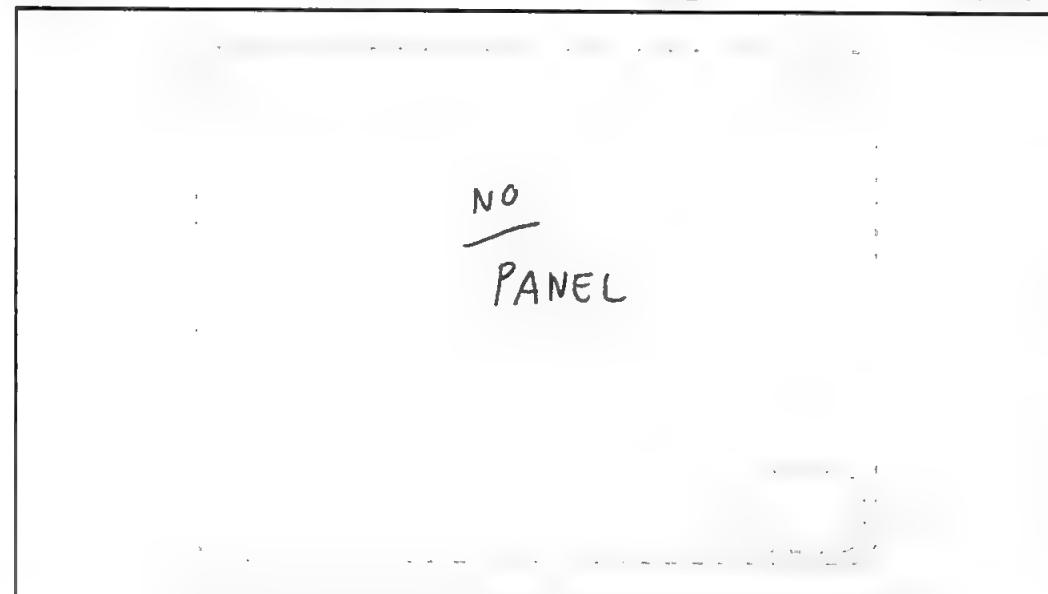
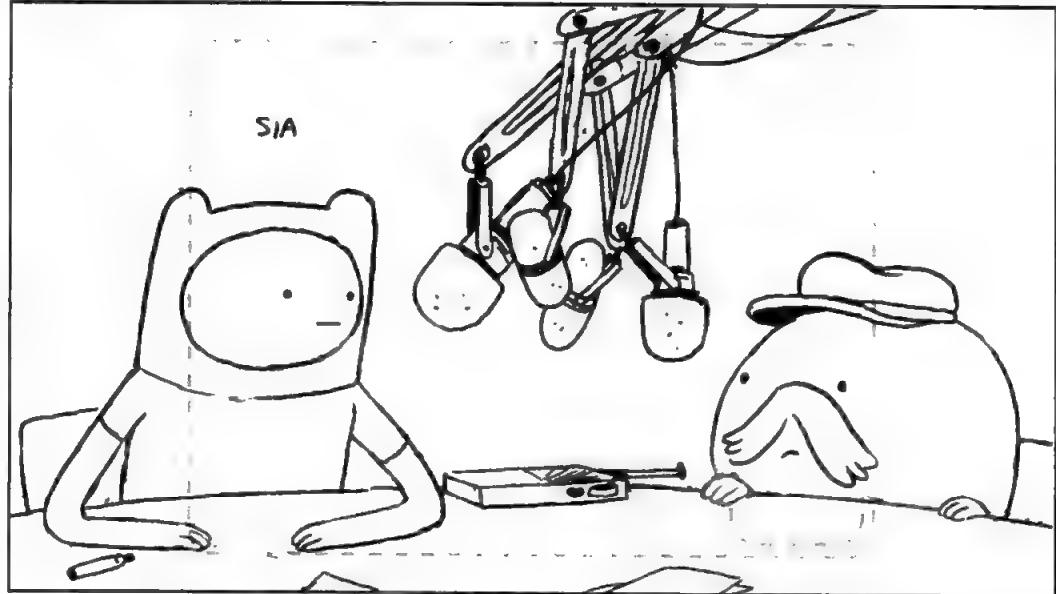
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- F + STARCHY LOOK AT EACH OTHER

MAR 20 2014

Timing:

Production :

1025-177

EPISODE #

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CX

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day night

Sc. 110

Pnl. A

Bg.

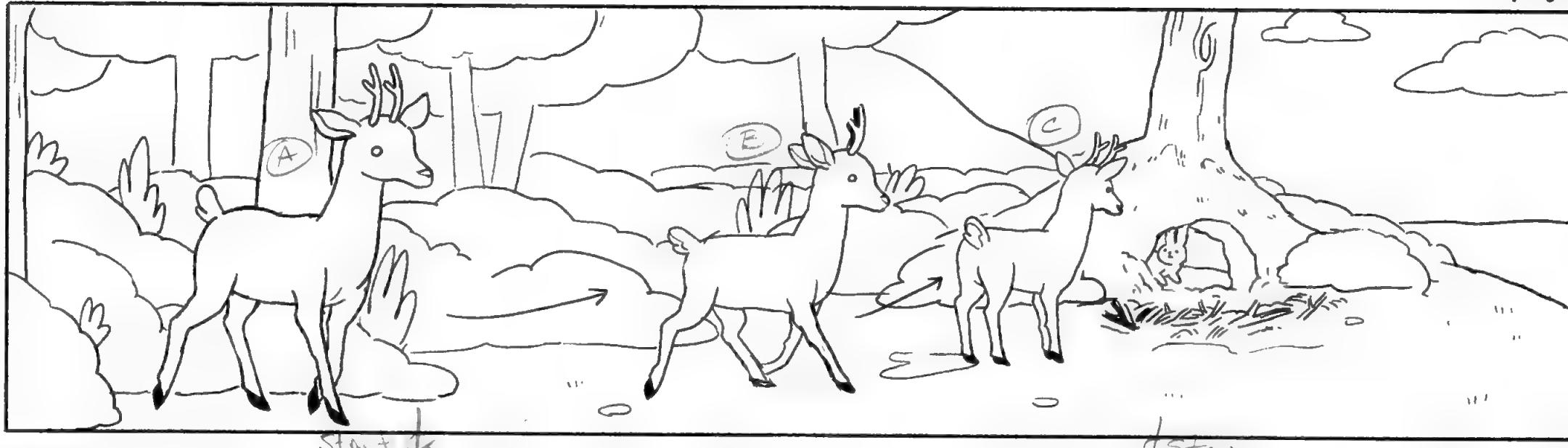
day night

H  
C

1025-177

EPISODE #

1025/177



Dialog:

Pa.  
1.

Action:

- PAN W/ DEER.
- DEER SLOWLY WALKS TO WARREN, ALL IS QUIET, NO SOUNDS EXCEPT QUIET NATURE NOISES  
LIKE A NATURE DOCUMENTARY RIGHT BEFORE STUFF GOES DOWN.

0 2014

Timing:

Production:

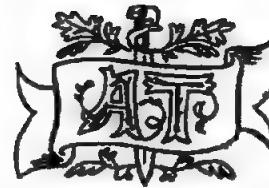
1025/177

1025/177

Cut

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NO SC  
112

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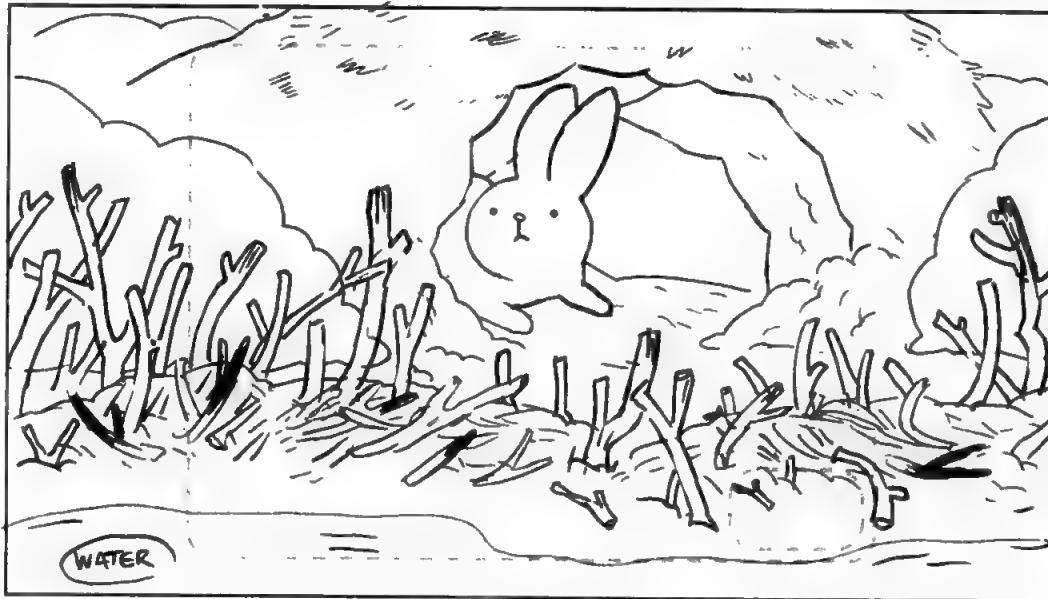
HU  
Cut

Sc. 11

Pnl. A

Bg.

day night

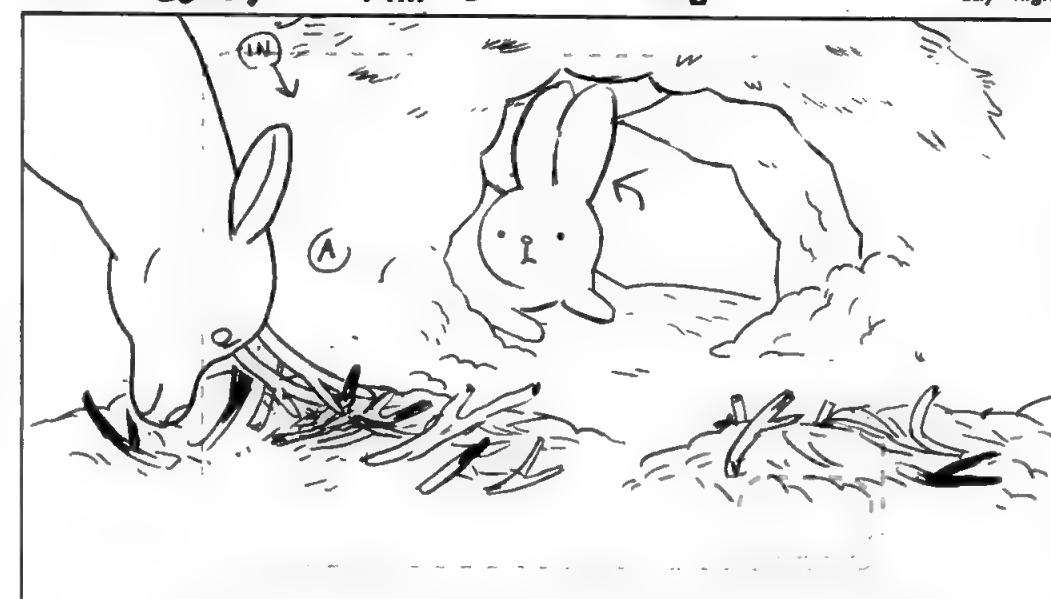


Sc. III cont

Pnl. B

Bg.

day night



1025-177

EPISODE #

Production :

Dialog:

Action:

Timing:



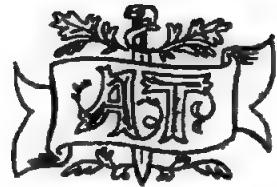
SFX/\* BUCK BUCK \*

DEER LEANS IN AND BUCKS STICKS

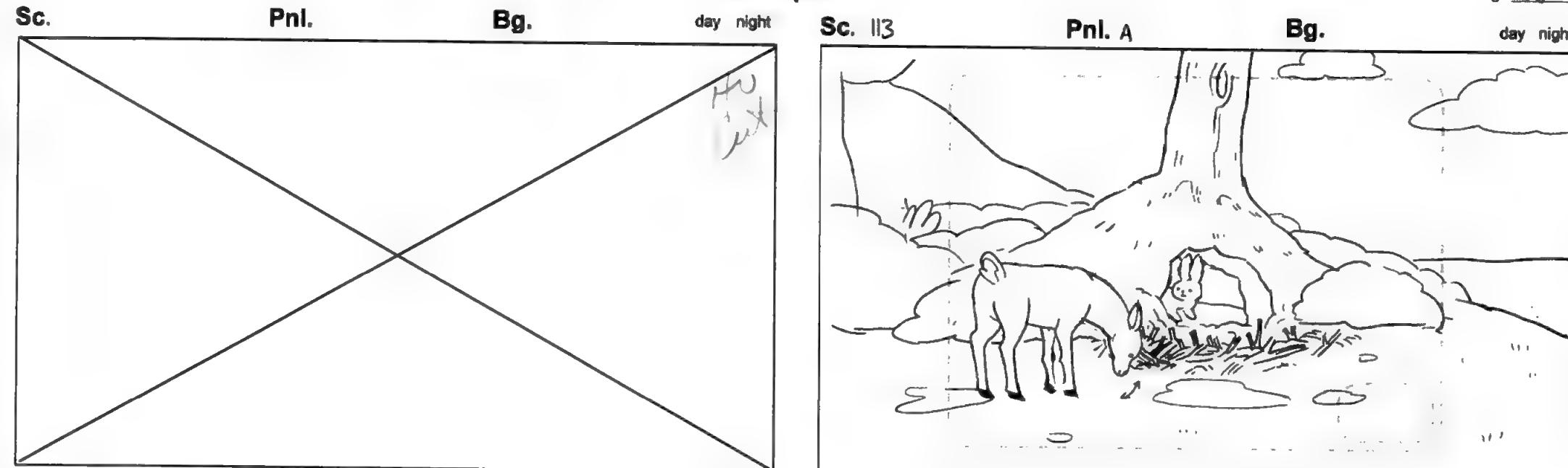
MAR 20 2014

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# ADVENTURE TIME



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Dialog:

SFX / BUCK BUCK

Action:

MAR 20 2014

Timing:

Production :

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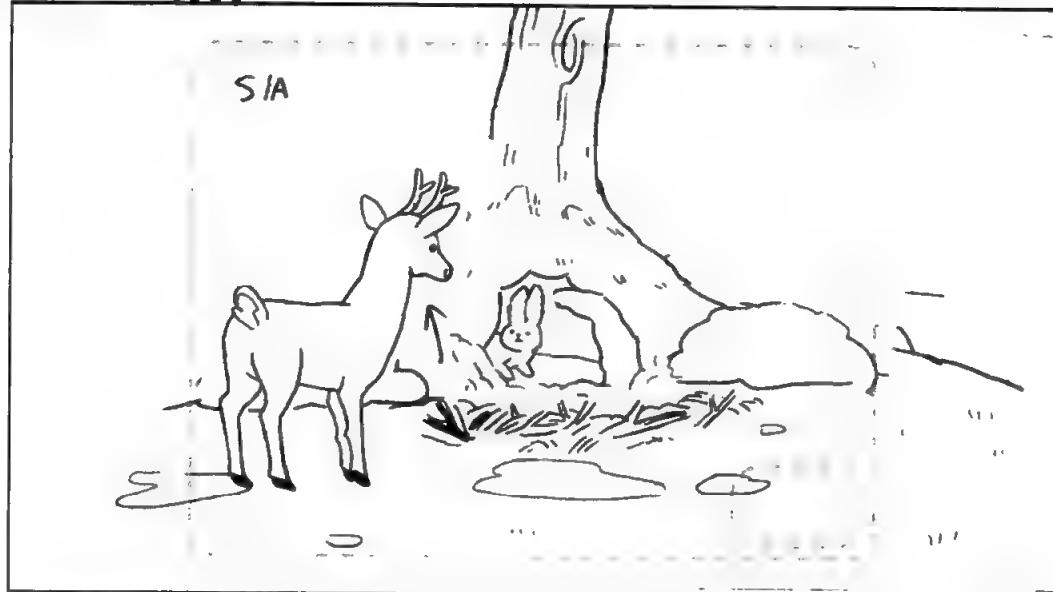
Sc. 113

CONT

Pnl. 8

Bg.

day night



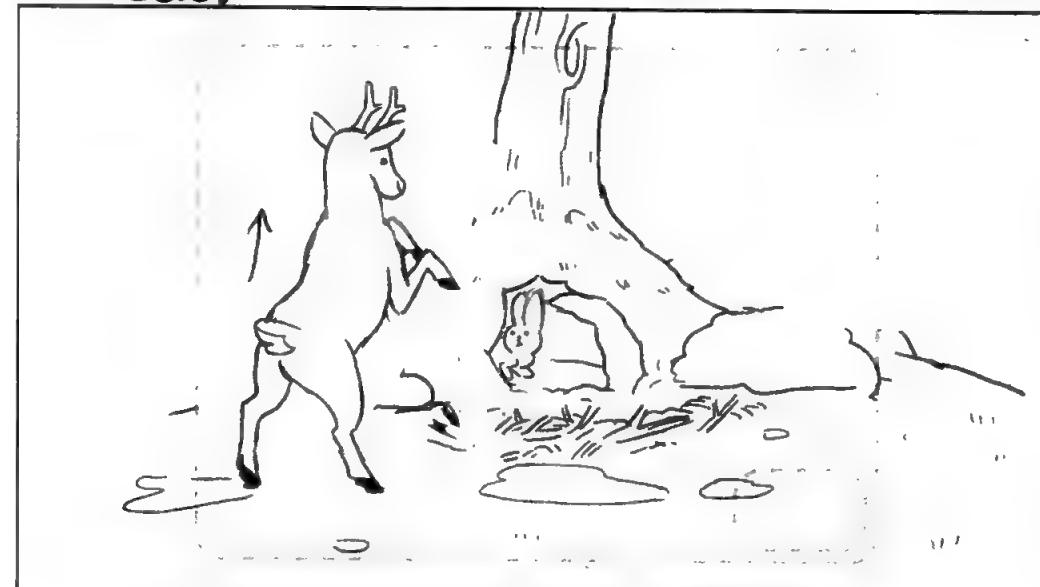
Sc. 113

CONT

Pnl. c

Bg.

day night



Dialog:

Action:

- DEER RAISES HEAD.

- DEER REARS BACK

MAR 20 2014

Timing:

Production :

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# ADVENTURE TIME

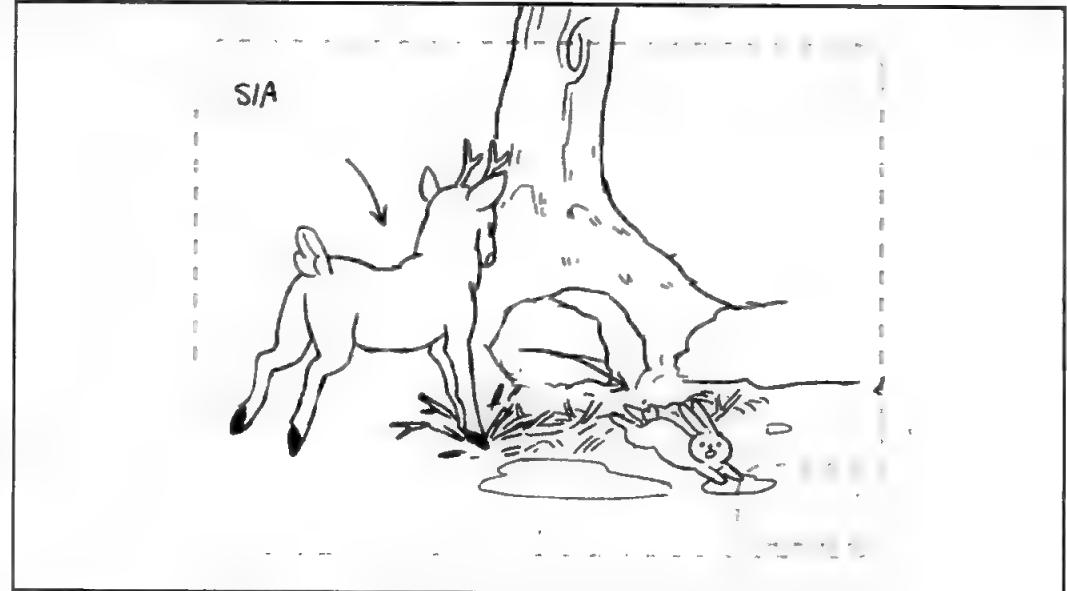


Sc. 113 *cont*

Pnl. D

Bg.

day night



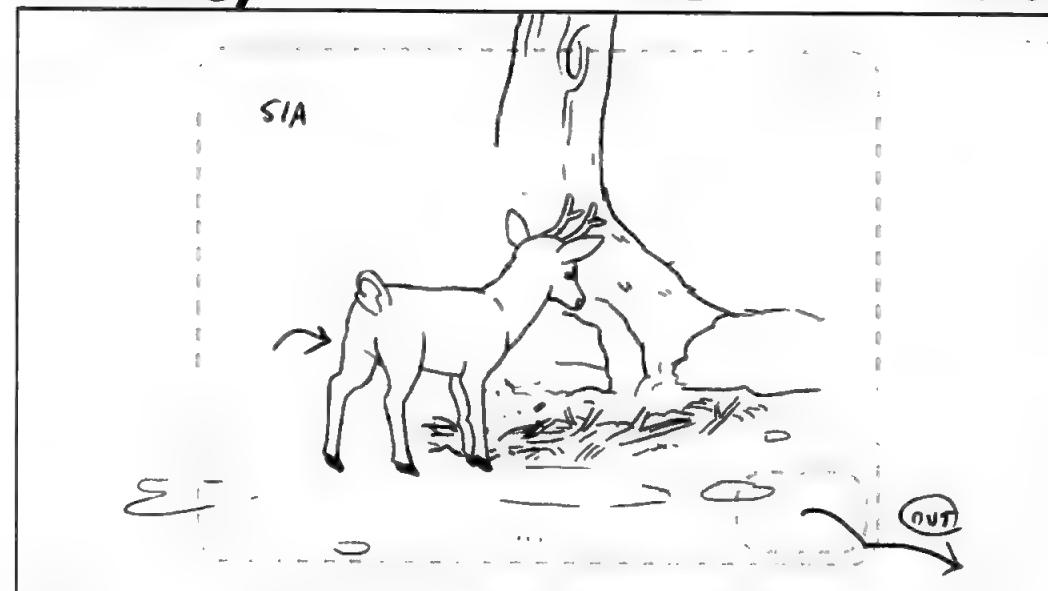
Sc. 113 *cont*

Pnl. E

Bg.

day night

111  
Act



Dialog:

SFX / CRASH!

Action:

- DEER SMASHES DOWN ON DAM
- BUNNY RUNS OUT OF WARREN

- BUNNY RUNS OFF IS

MAR 20 2014

Timing:

Production:

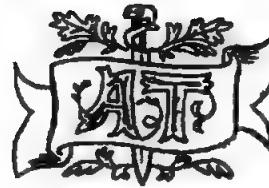
1025/177

1025/177

HT  
Cart

# ADVENTURE TIME

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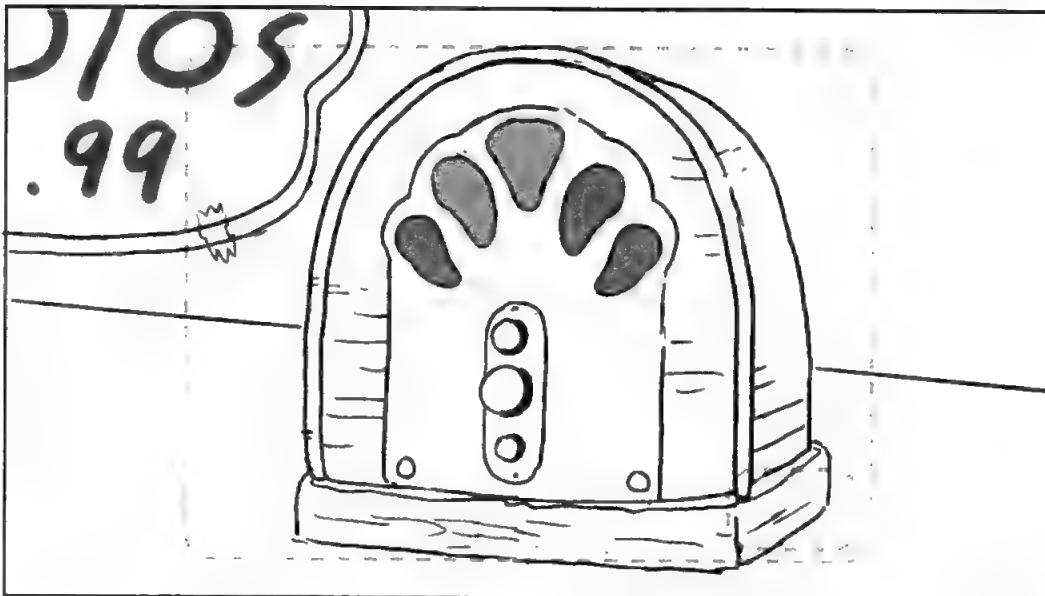
Page 188

Sc. 114

Pnl. A

Bg.

day night

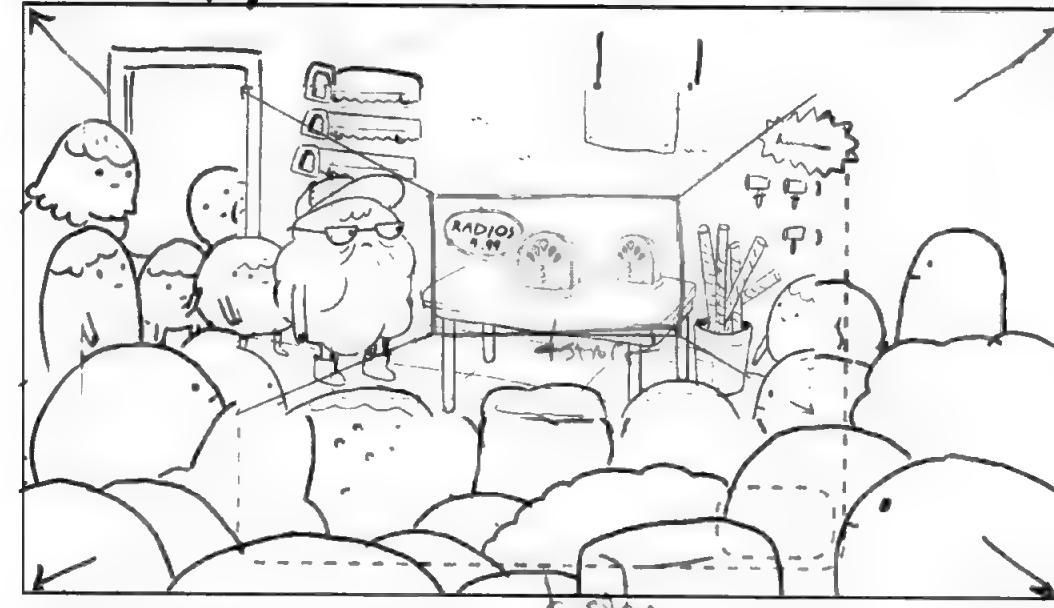


Sc. 114 *CONT*

Pnl. B

Bg.

day night



**Dialog:**

JJ (O/S) AND WITH A SINGLE SMASH FROM THE DEER'S POWERFUL  
FRONT HOOVES, THE BUNNY'S HOME IS UNDER ATTACK...

+ TRUCK OUT

JJ (O/S) MR BUNNY HAS HOPPED TO SAFETY AND CAN ONLY WATCH ...

**Action:**

- OLD TIME RADIO ON COUNTER

- TRUCK OUT

MAR 20 2014

**Timing:**

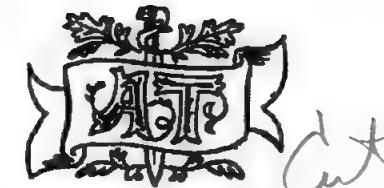
Production :

1025-177

EPISODE #

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# ADVENTURE TIME



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Sc. 114

#8

#7

#71

cont

Pudding

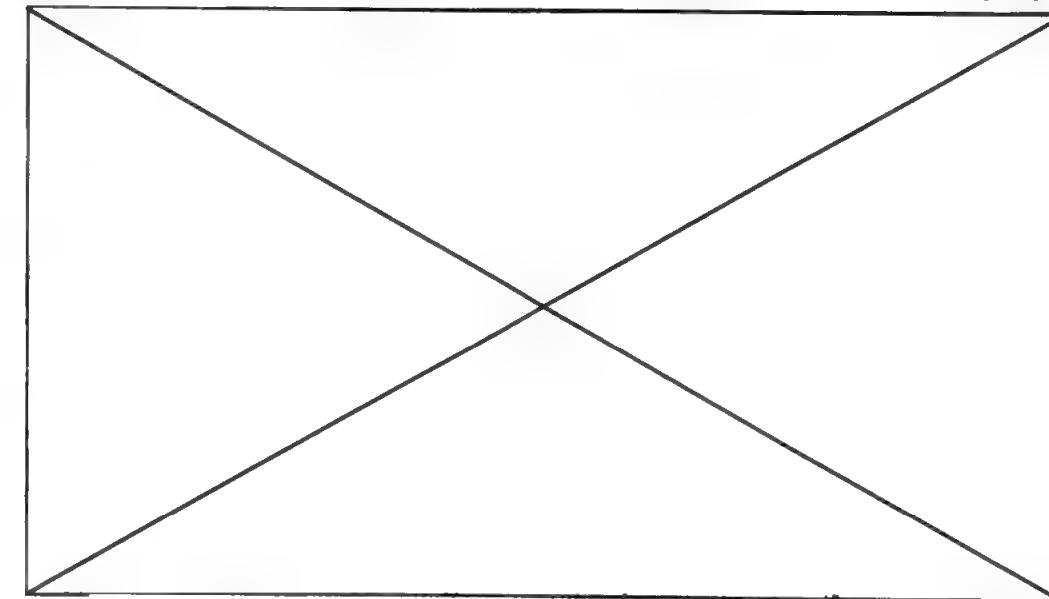
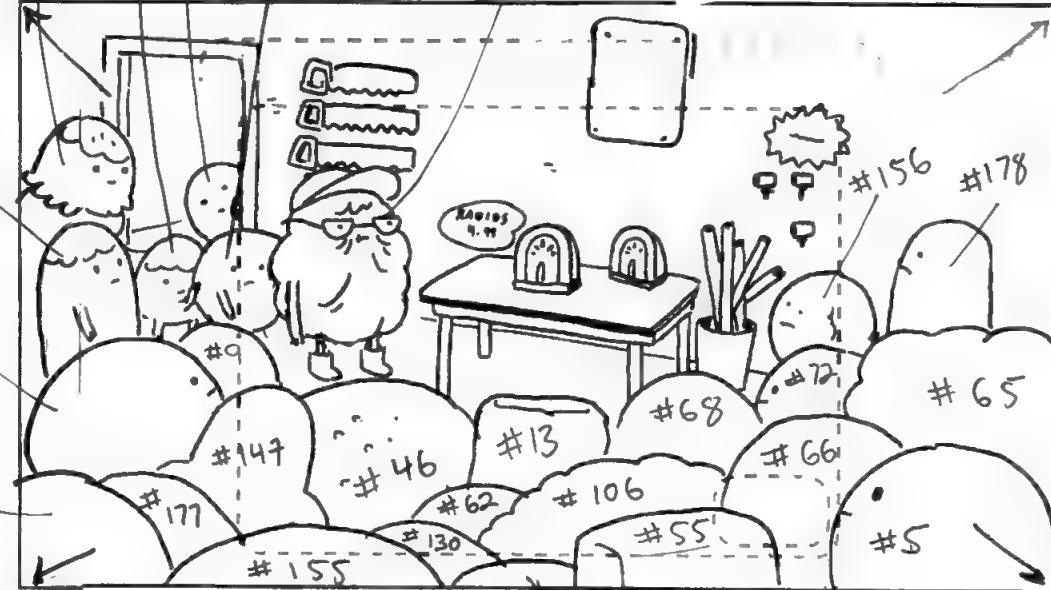
day night

Sc.

Pnl.

Bg.

day night



## Dialog:

J (C/S) ... AS THE DEER CONTINUES ITS RELENTLESS  
RAMPAGE ON THE ONLY HOME HE KNOWS.

SFX / CRASH! CRASH! SPLINTER!

- TRUCK OUT WIDER TO  
REVEAL PUDDING'S HARDWARE.

MAR 20 2014

## Action:

Production :

## Timing:

10.25/177

1025-177

EPISODE #

1025/177

1025/177

Cut

# ADVENTURE TIME

Sc. 115

Pnl.

A

Bg.



day

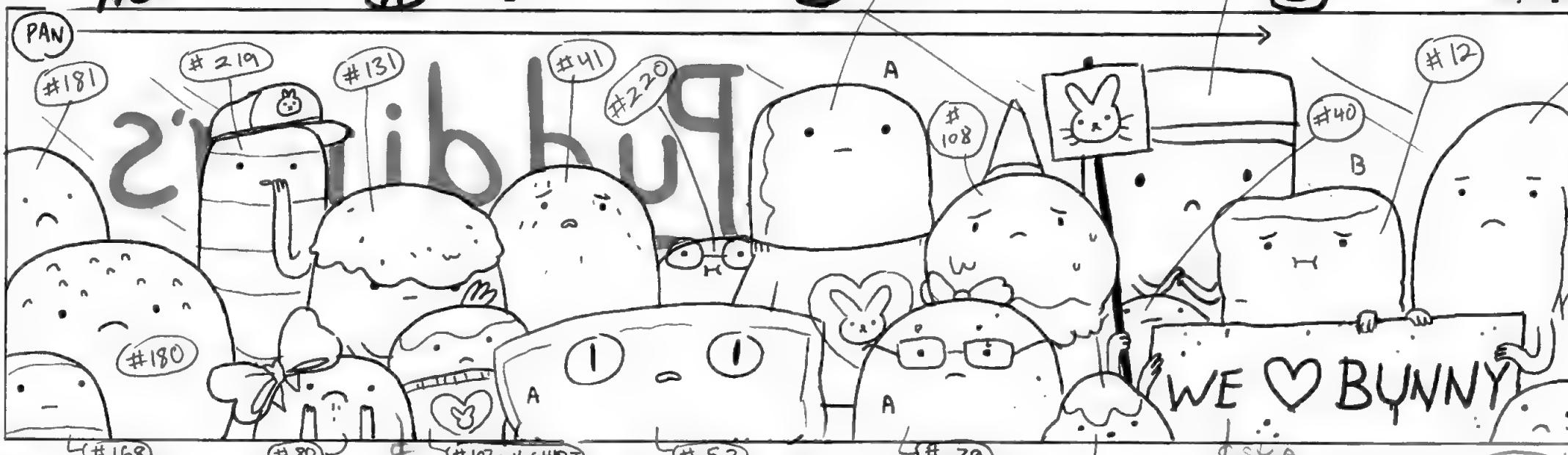
night

#110 - w/ SKIRT

NO SC  
116

Page 190  
NO PG 191

Cut



Dialog:

J/(C0/S) A COUPLE OF MORE MIGHTY SMASHES, AND THE DAM ... THE DAM HAS BEEN BREECHED! WATER IS NOW FLOODING IN...  
THE DEER CONTINUES ITS ATTACK ...

SFX/ (DESTRUCTION)

EPISODE #

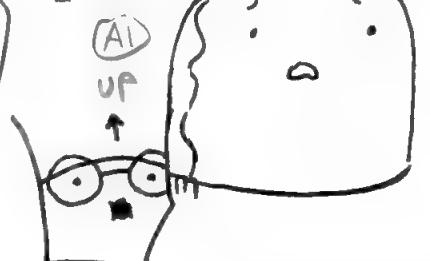
1025-177

1025/177

Action:

- PAN ACROSS WORRIED-LOOKING CANDY PEOPLE

Timing:



Production :

1025/177

1025/177

Cut

# ADVENTURE TIME

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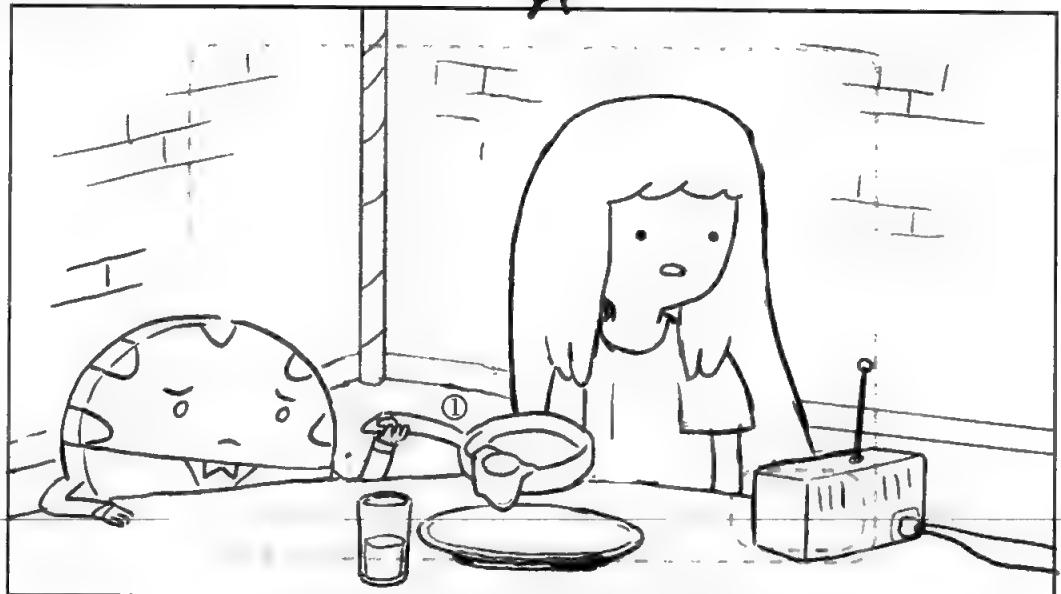
Sc. 117

Pnl.

A

Bg.

day night

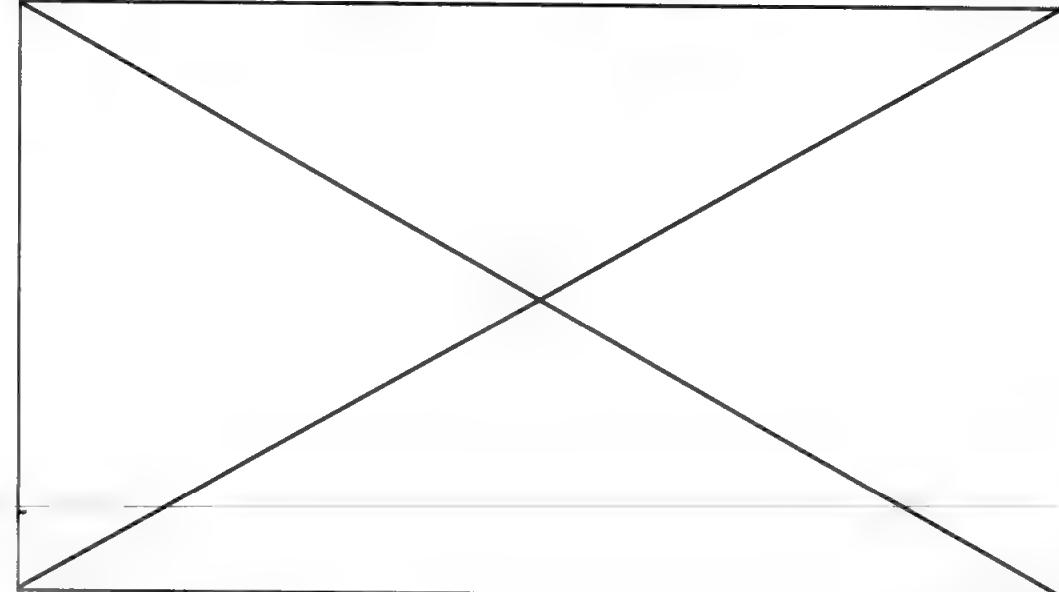


Sc.

Pnl.

Bg.

day night



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1025-177

EPISODE #

1025/177

**Dialog:**

J (o.s.)/ This deer's misplaced rage, combined with its size and weight,  
is more than enough to bring down the weakened walls.

**Action:**

- EGG PLOPS ON PLATE



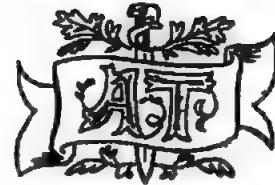
MAR 20 2014

**Timing:**

Production :

1025/177

# ADVENTURE TIME



Cat

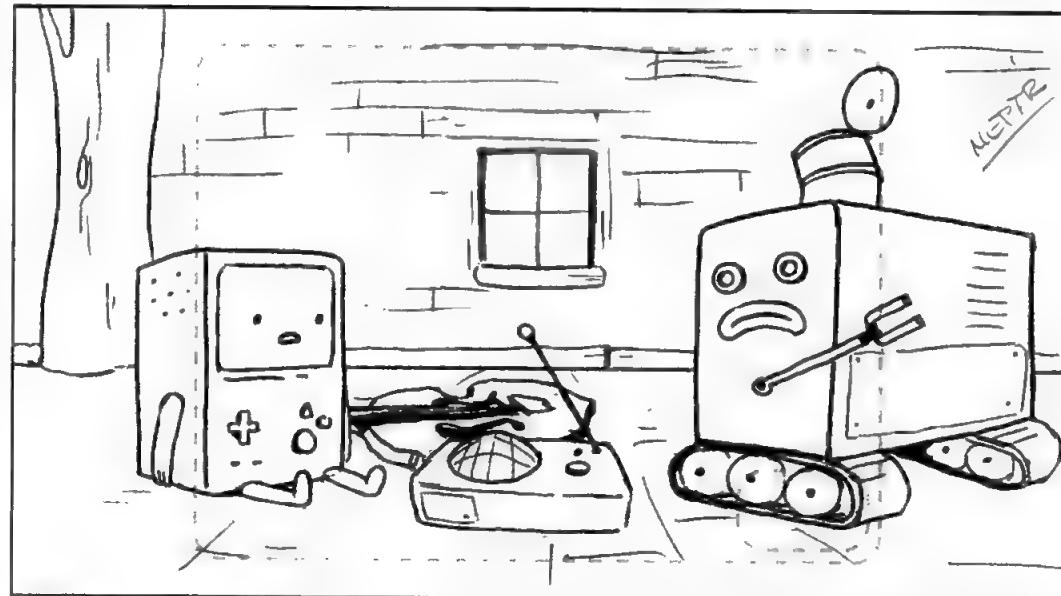
1025/177

Sc. 118

Pnl. A

Bg.

day night

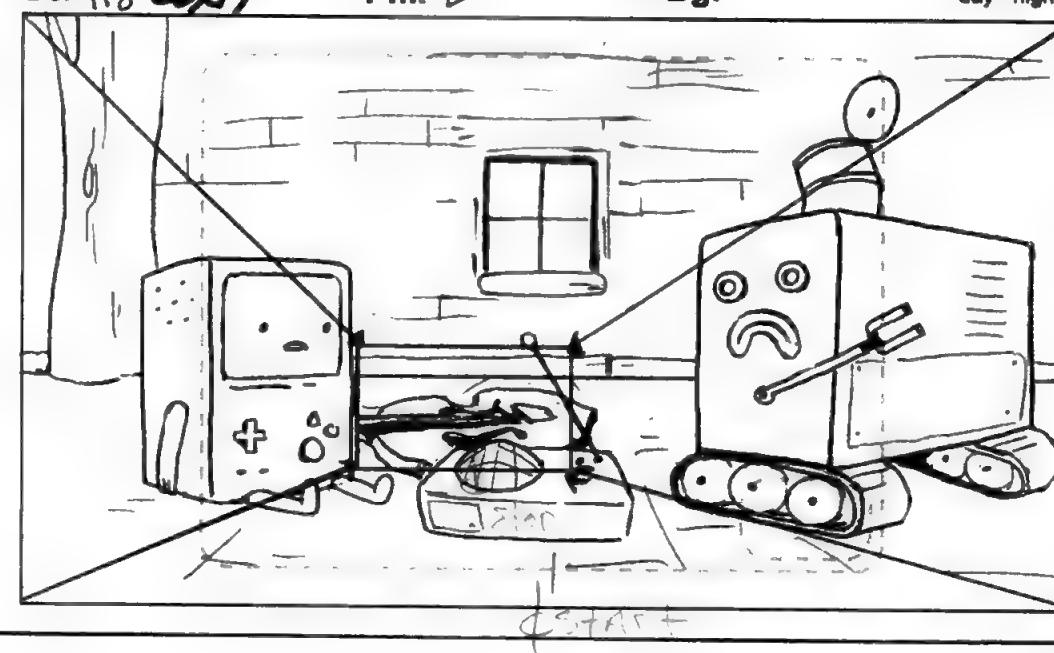


Sc. 118 cont

Pnl. B

Bg.

day night



Page 193

1025-177

EPISODE #

Production :

**Dialog:**

J/CO/S WHICH ARE NOW STARTING TO GIVE... AIDED BY THE UNFORGIVING WEIGHT FROM THE TREE ABOVE...

**Action:**

- ZOOM IN ON VIOLA  
MAR 20 2014

**Timing:**

1025/177

# ADVENTURE TIME



Page 164

Sc. 118 *CONT*

Pnl.

C

Bg.

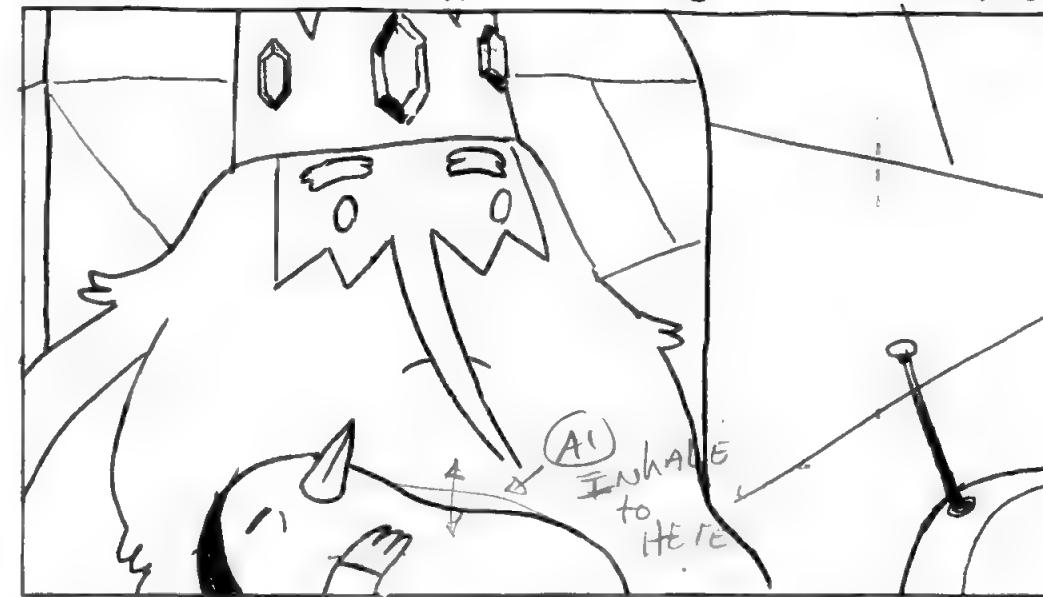
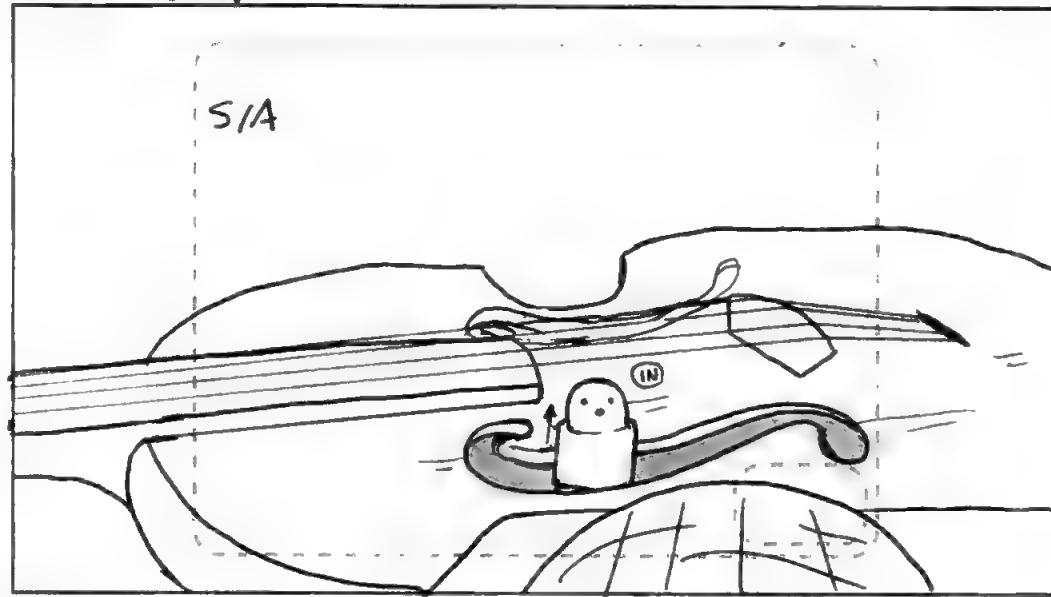
day night

Sc. 119

Pnl. A

Bg.

day night



Dialog:

J/COVS) EVEN MR DEER, IN HIS BLIND FURY, SEEMS TO SENSE  
WHAT'S ABOUT TO HAPPEN AS HE STEPS TO ONE SIDE...

SFX/ TREE STARTING TO FALL

Action:

- SHELLY POPS OUT OF VIOLA



Timing:



MAR 20 2014

EPISODE #

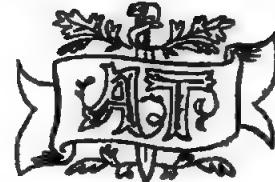
Production :

1025-177

1025/177

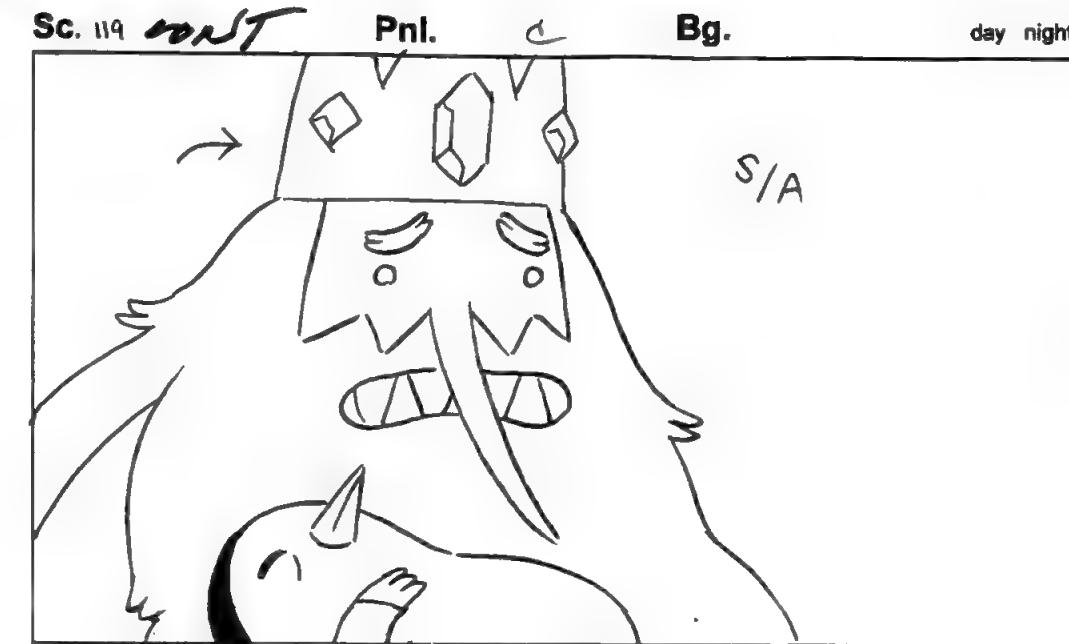
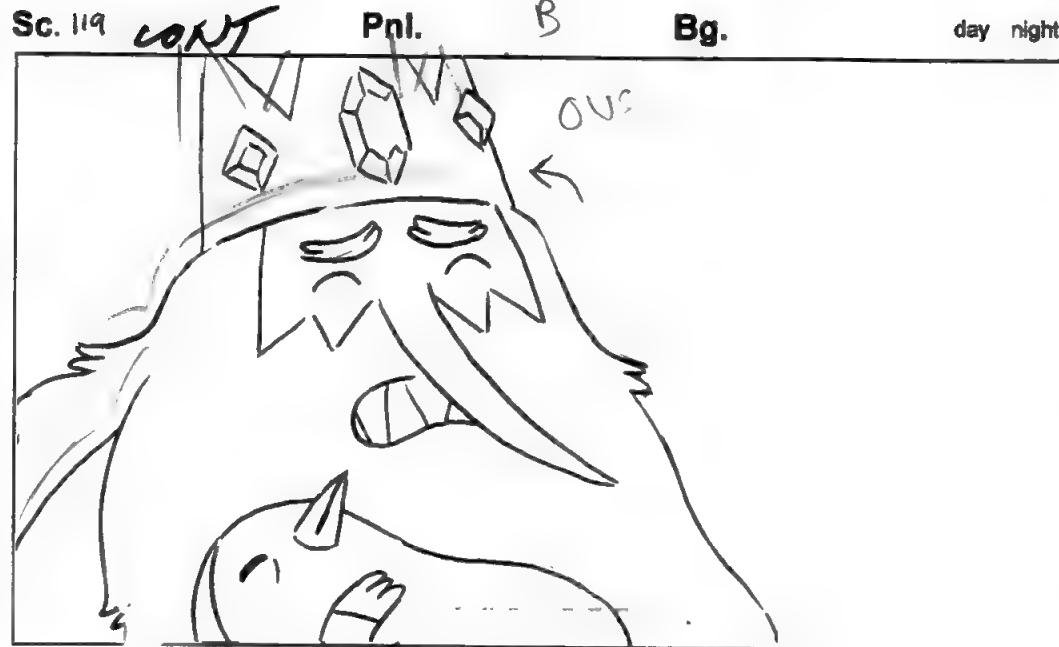
1025/177

# ADVENTURE TIME



1025/177

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**Dialog:**

SFX/ (TREE FALLING) CRASH!

(SILENCE)

**Action:**

- IK WINCES

MAR 20 2014

**Timing:**

Production :

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EPISODE #

1025/177

1025/177

# ADVENTURE TIME

1025/177

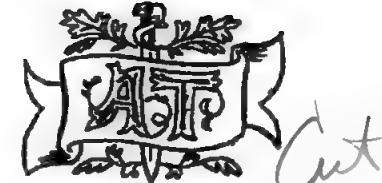
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Sc. 119 *cont*

Pnl.

D

Bg.



day night

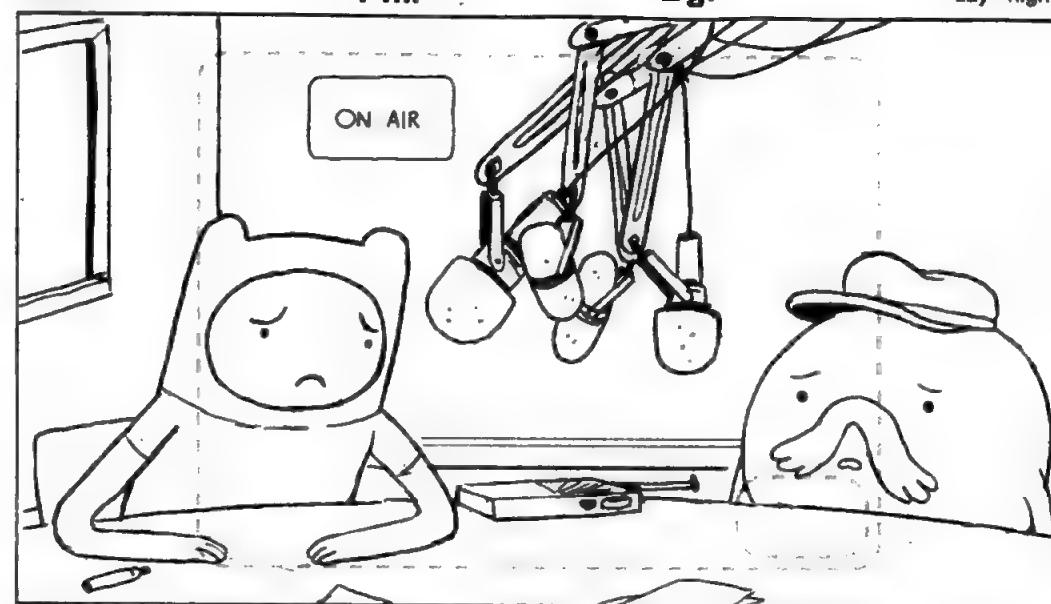
Sc. 120

Pnl. A

Bg.

day night

Page 196



**Dialog:**

J/ (O/S) IT'S OVER...

J/ (O/S) THE WARREN HAS BEEN DESTROYED ...

**Action:**

MAR 20 2014

**Timing:**

Production :

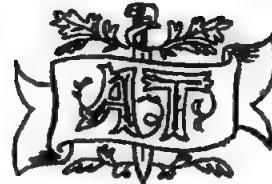
1025-177

EPISODE #

1025/177

1025/177

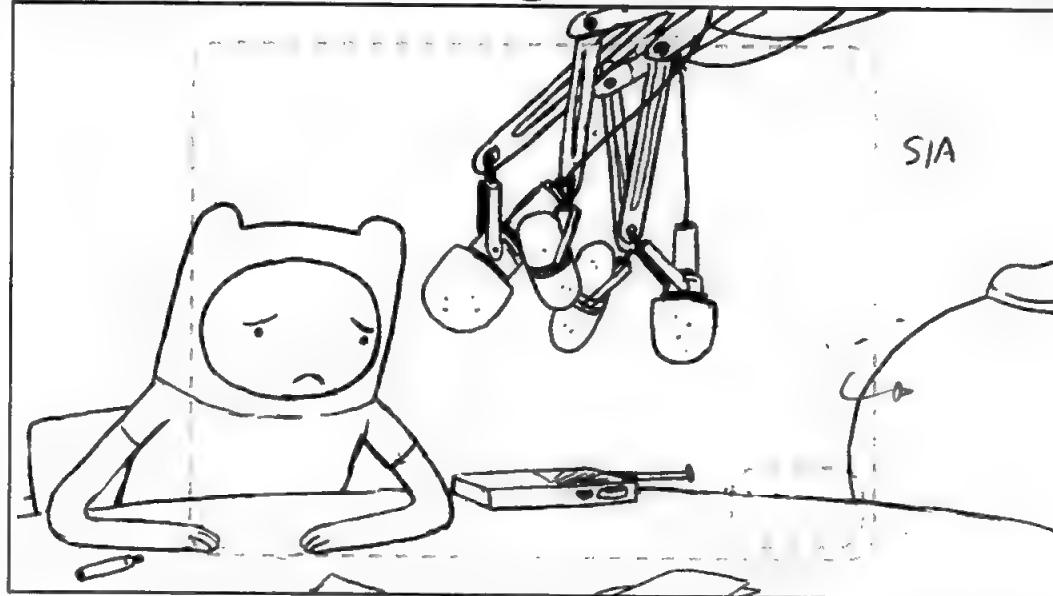
# ADVENTURE TIME



Sc. 120 cont Pnl. - B Bg.

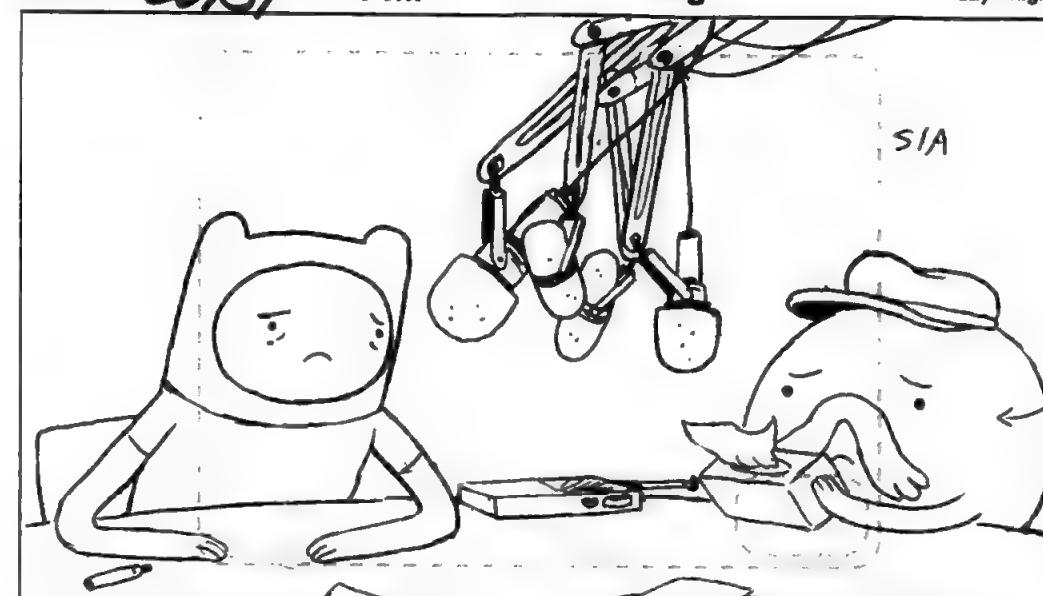
day night

Page 197



Sc. 120 cont Pnl. - C Bg.

day night



1025-177  
EPISODE #

Production :

Dialog:

MAR 20 2014

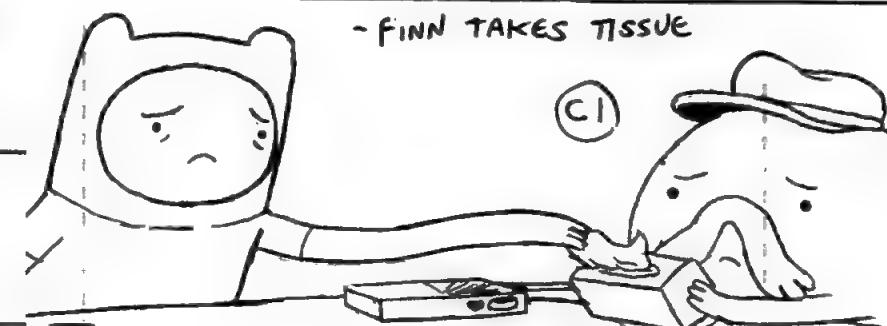
Action:

- STARCHY TURNS AWAY.

- S. TURNS  
BACK W/  
BOX OF  
TISSUES.

- FINN TAKES TISSUE

Timing:

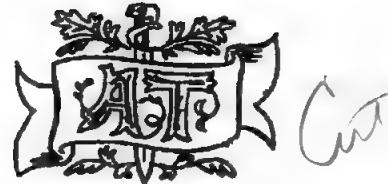


1025/177

1025/177

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# ADVENTURE TIME



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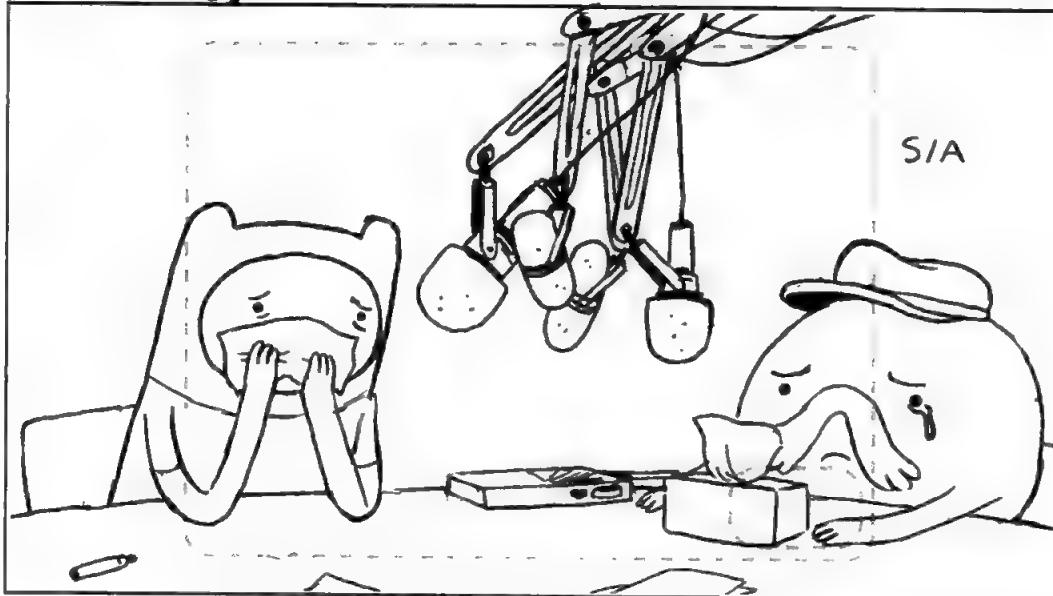
Sc. 120 *CONT*

Pnl.

D

Bg.

day night



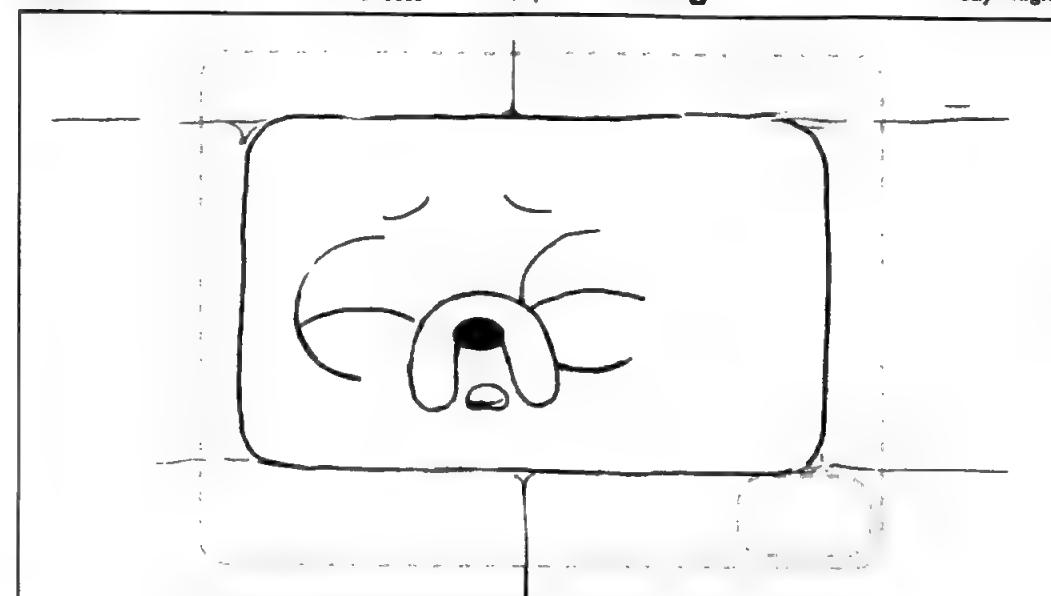
Sc. 121

Pnl.

A

Bg.

day night



### Dialog:

J/ (OIS) AN INJUSTICE OF ASTRONOMICAL LEVELS

J/ ... WORDS FAIL ME.

### Action:

- F. RAISES TISSUE TO NOSE

MAR 20 2014

### Timing:

Production:

1025/177

1025/177

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# ADVENTURE TIME



Page 199

Sc. 121 *cont*

Pnl.

Bg.

day night

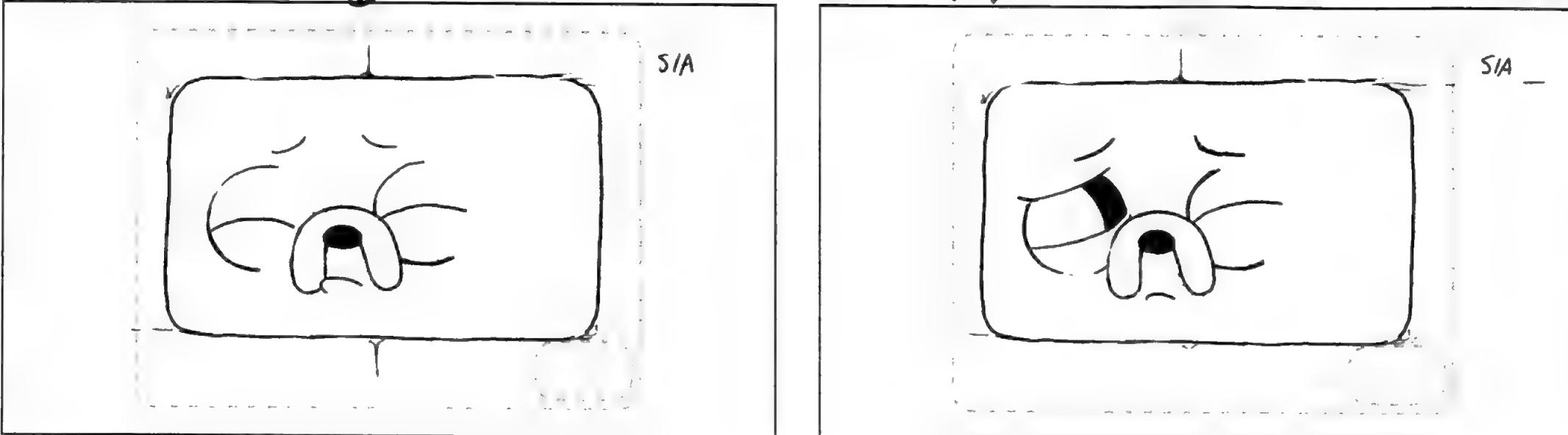
Sc. 121

*cont*

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

MAR 20 2014

Production:

1025-177

1025/177

1025/177

# ADVENTURE TIME

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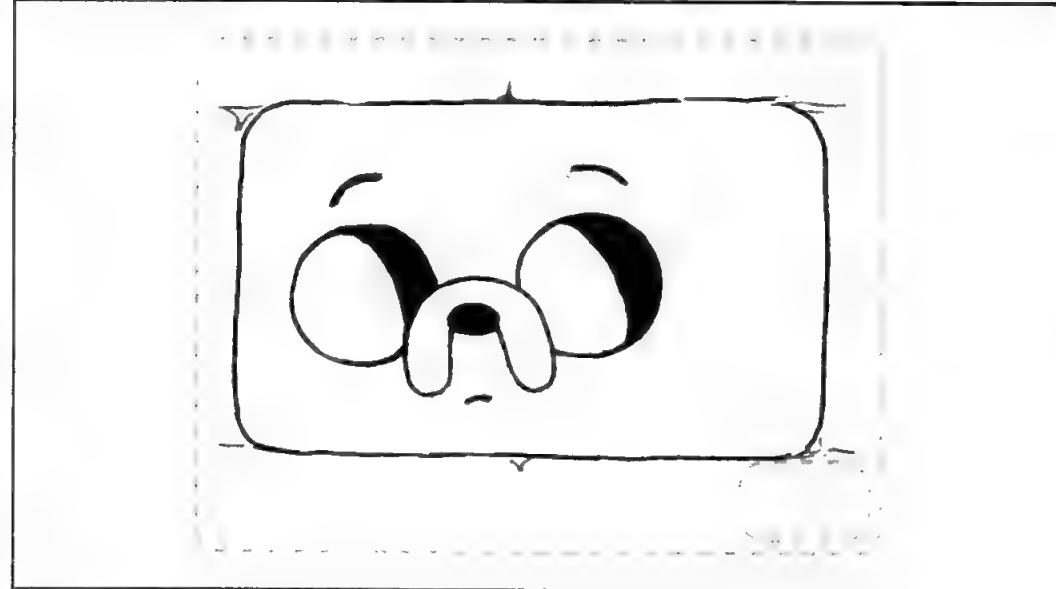
Sc. 121 *cont*

Pnl.

▷

Bg.

day night



Sc. 122

Pnl. A

Bg.

day night

*Cut*

Page 200



Dialog:

Action:

- J OPENS BOTH EYES.

-FALLEN TRFC.

MAR 20 2014

Timing:

1025-177

EPISODE #

Production :

1025/177

1025/177

# ADVENTURE TIME



Page 201

Sc. 122 cont

Pnl.

B

Bg.

day night

Sc. 122 cont

Pnl.

C

Bg.

day night



Dialog:

(B) (I) (II)

Action:

BUNNY HOPS ON'S

MAR 20 2014



STOPS AT TREE & LOOKS AROUND

Timing:

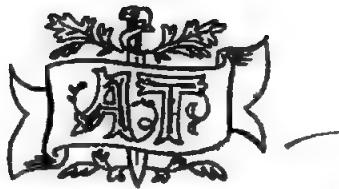
Production :

1025-177

1025/177

1025/177

# ADVENTURE TIME



Sc. 122 cont

Pnl.

D

Bg.

day night

Sc. 122 cont

Pnl.

E

Bg.

Page 262

day night

1025-177

EPISODE #



1025/177

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Dialog:

JL (O/S) ACTUALLY HE DOESN'T SEEM THAT UPSET

Action:

- BUNNY CHECKS OUT HOLE IN TREE

- BUNNY CLIMBS IN HOLE.

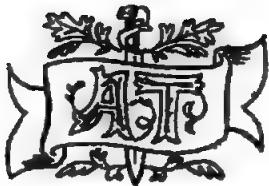
MAR 20 2014

Timing:

Production :

1025/177

# ADVENTURE TIME



Page 203

Sc. 123

Pnl. A

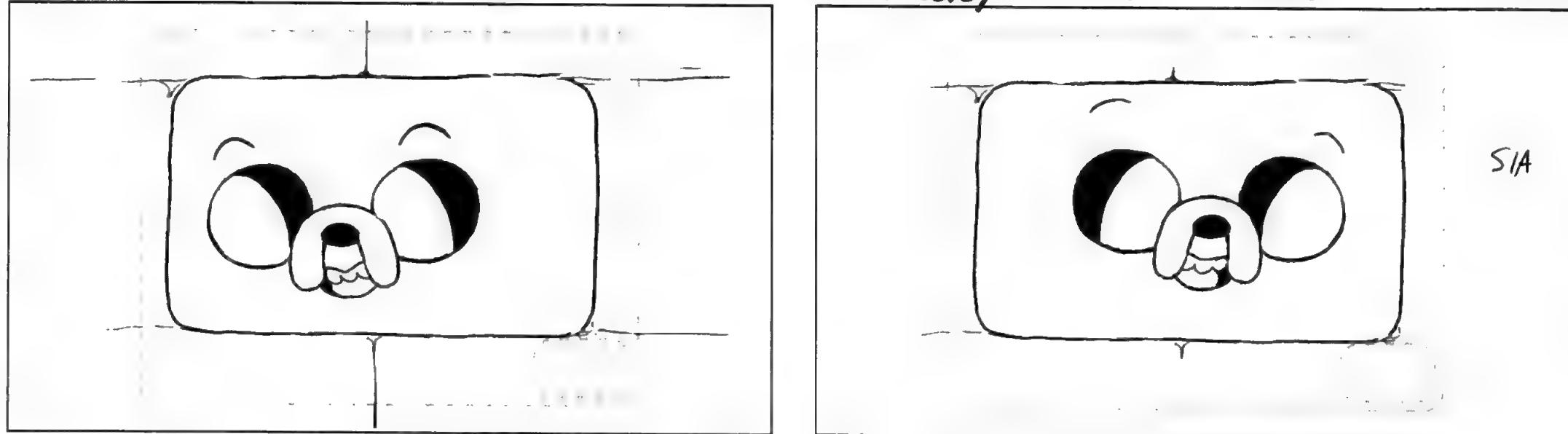
Bg.

day night

Sc. 123

Pnl. B

day night



**Dialog:**

J/ HE'S ON HIS FEET CHECKING OUT HIS NEW SURROUNDINGS -

J/ EVEN THE DEER IS IMPRESSED!

**Action:**

MARK 0 2014

**Timing:**

Production:

1025-177

EPISODE #

1025/177

1025/177

# ADVENTURE TIME



Page 204

Sc. 124

Pnl. A

Bg.

day night

Sc. 124 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

Action:

- DEER DOES A DOUBLE TAKE (RAPID)

(B1)  
(B1)

MAR 20 2014

Timing:



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EPISODE #

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Production :

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# ADVENTURE TIME



Page 205

Sc. 124 cont Pnl. C

Bg.

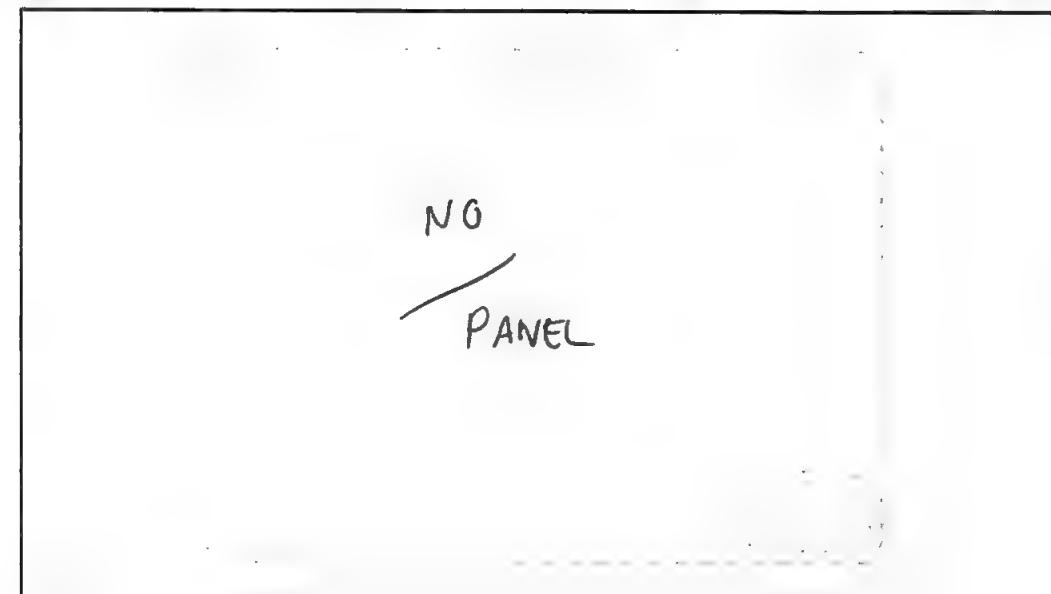
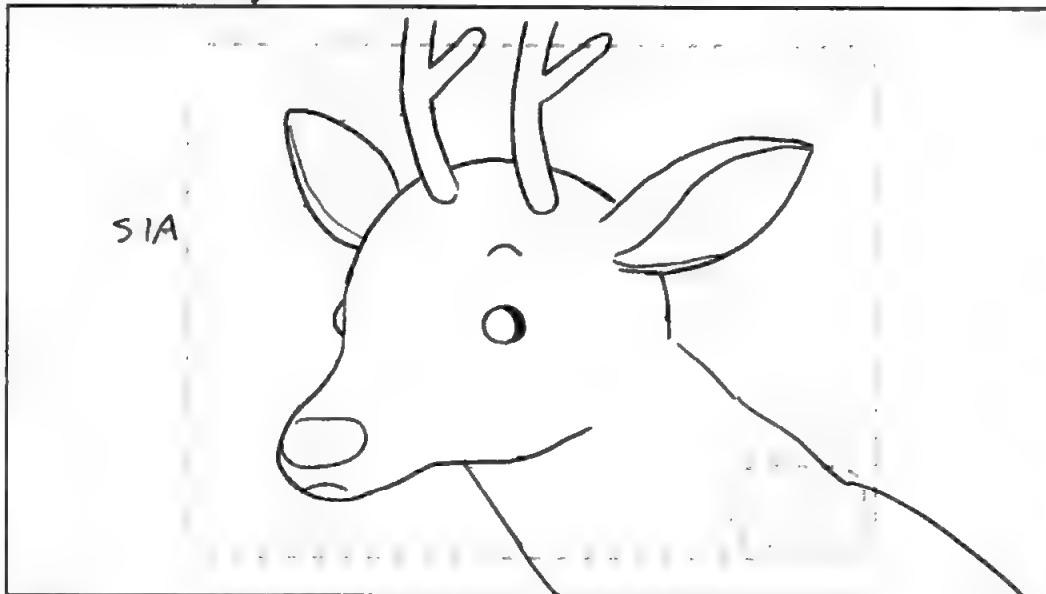
day night

Sc.

Pnl.

Bg.

day night



Dialog:

SIA (VO) *^*

MAR 20 2014

Action:

Timing:

Production:

1025-177

EPISODE #

1025/177

# ADVENTURE TIME



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Sc.

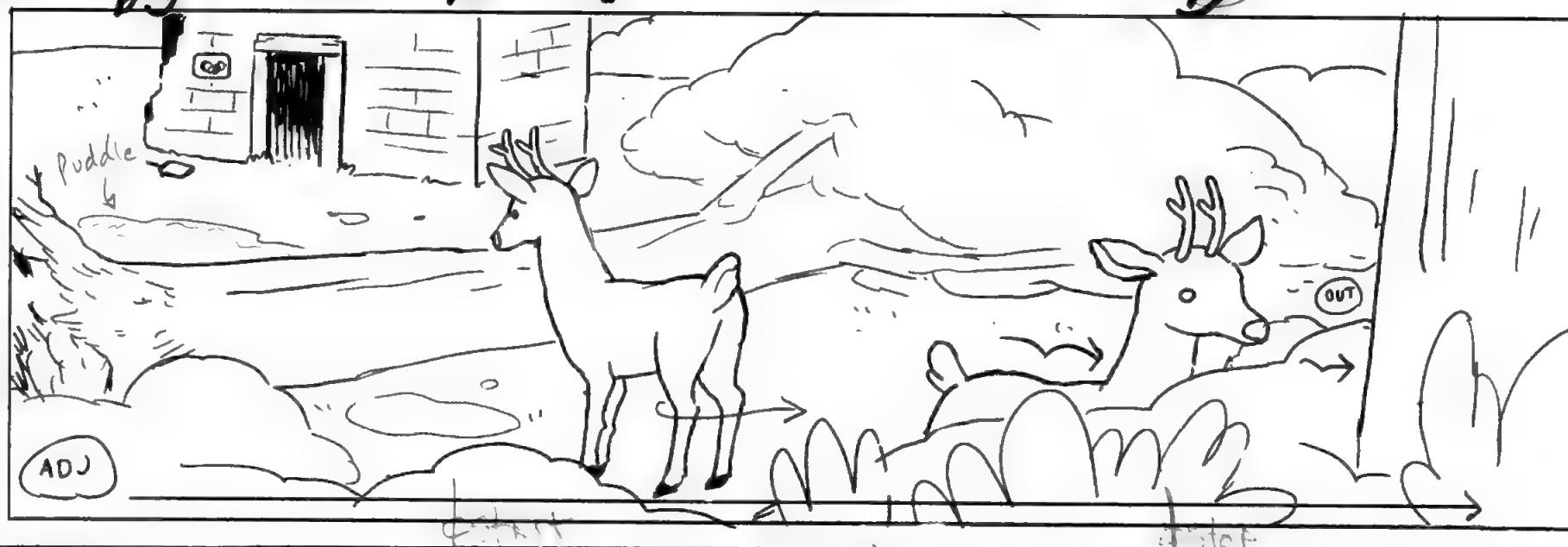
125

Pnl.

A

Bg.

day night



Page 206

1025-177

EPISODE #

1025/177

Dialog:

PAN IN - D

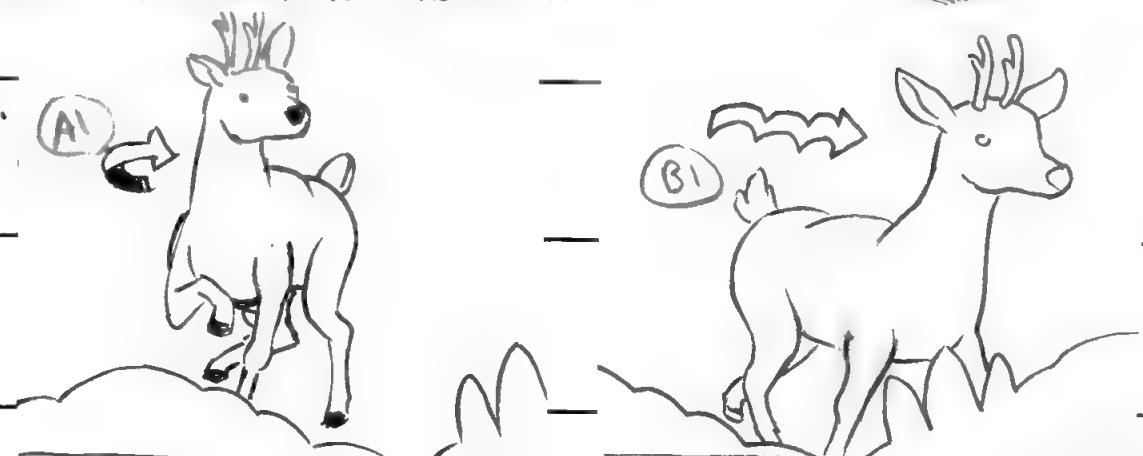
PERFORMS A

AS IF CONFUSED BY THE EVENTS HE IS A COMEDIC DOUBLE-TAKE ... AND RETREATS INTO THE FOREST!

RETR 2/2/2014

Action:

- DEER WALKS AWAY AND OFF-S.
- ADJ RIGHT W/ ACTION



Timing:

Production :

1025/177

1025/177

Cut

# ADVENTURE TIME



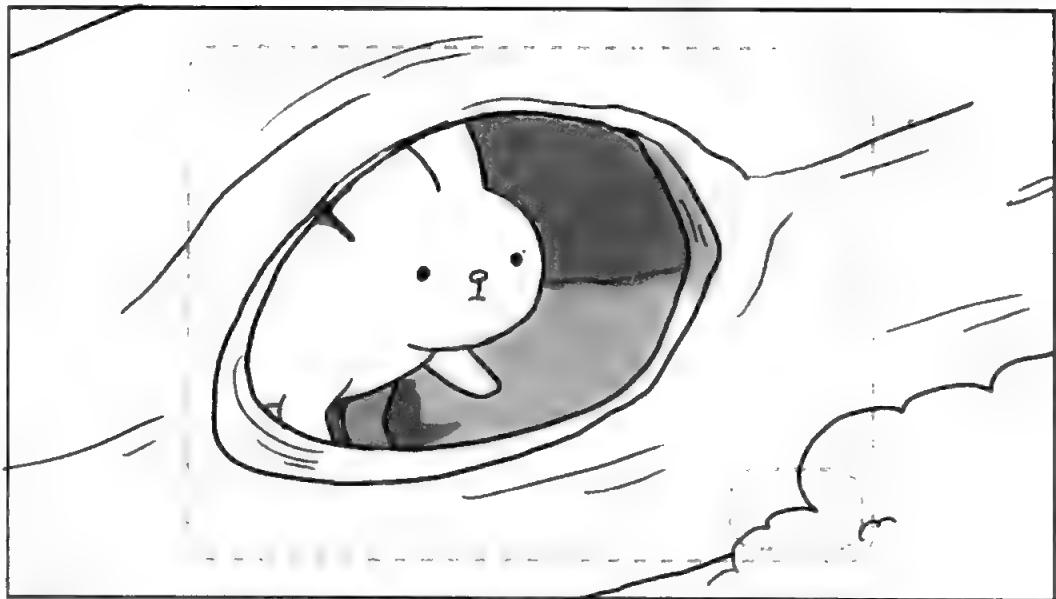
Page 767

Sc. 126

Pnl. A

Bg.

day night



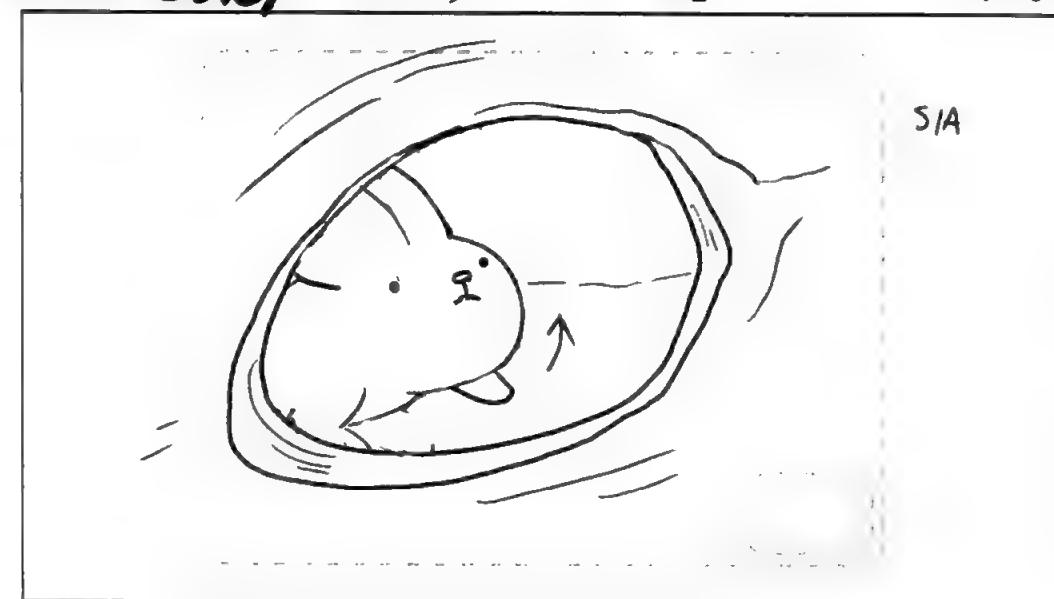
Sc. 126

cont

Pnl. B

Bg.

day night



**Dialog:**

J/ (015) LADIES AND GENTLEMEN...

**Action:**

-BUNNY LOOKS UP.

MAR 20 2014

**Timing:**

Production :

1025-177

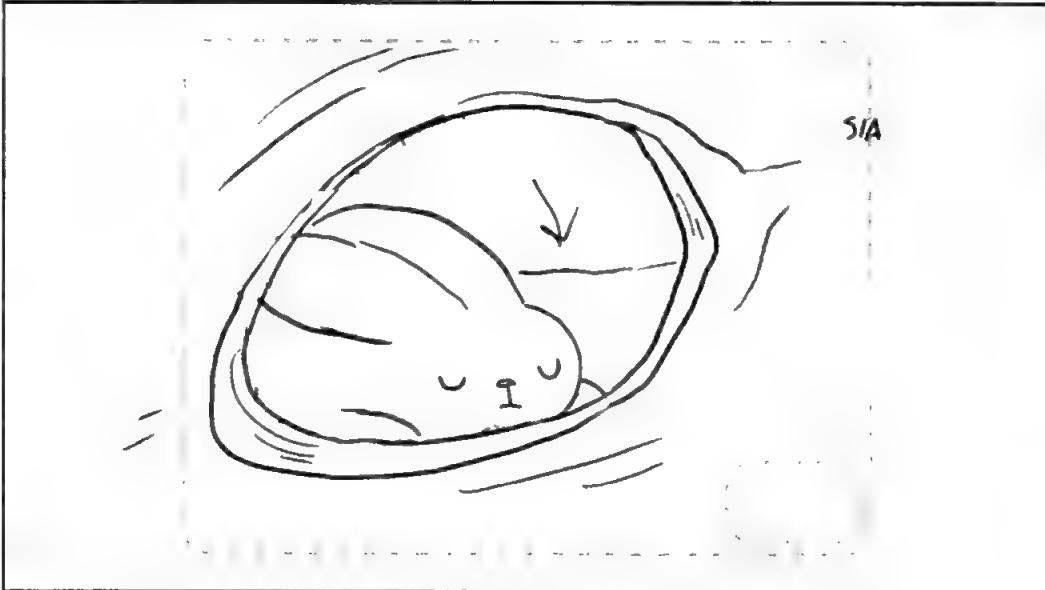
# ADVENTURE TIME

1025/177

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Sc. 126 **CONT** Pnl. C

Bg.



day night

Sc. 127

Pnl. A

Page 209

day night



Dialog:

J: <sup>(C/S)</sup> THIS BUNNY IS INDOMITABLE!!

(BEAT)

Action:

-BUNNY SETTLES DOWN.

- PUDDING'S HARDWARE.

MAR 20 2014

Timing:

Production:

1025-177

EPISODE #

1025/177

1025/177

# ADVENTURE TIME

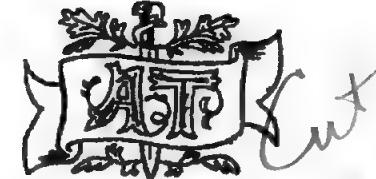
1025/177

Sc. 127 *CONT*

Pnl.

B

Bg.



day night



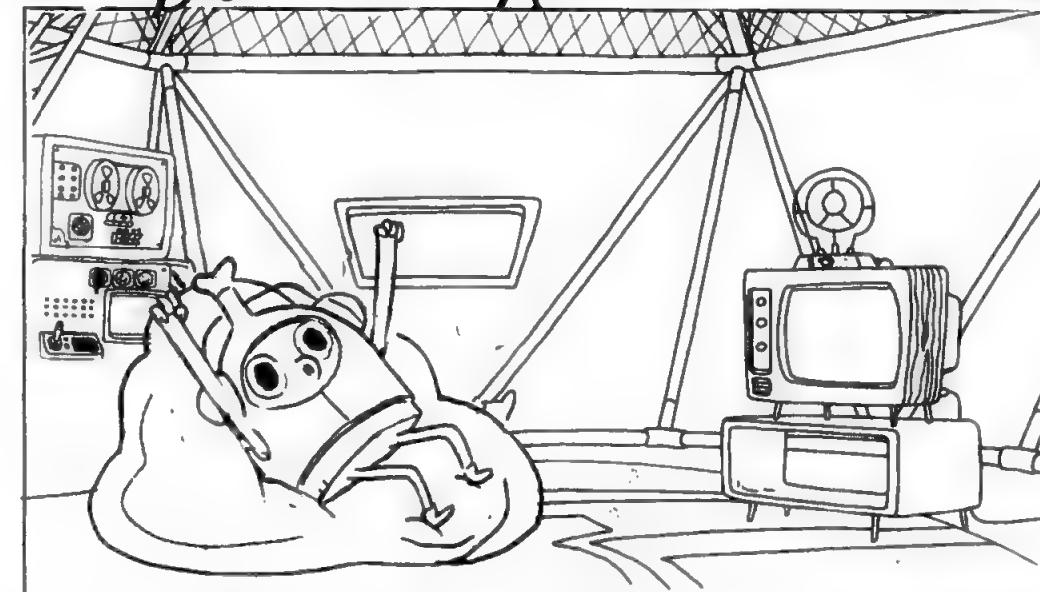
Sc. 128

Pnl.

A

Bg.

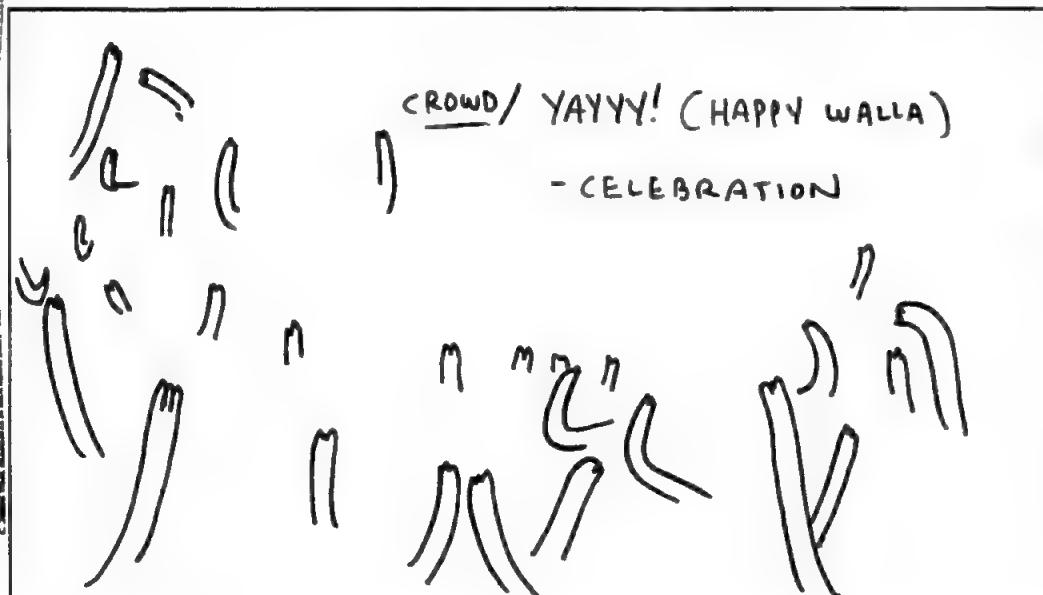
Page 209  
209 AND  
day night



1025-177

EPISODE #

1025/177



B1

B.M. : \* WHISTLING \*

MAR 20 2014

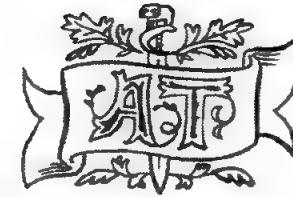
A1



Production :

1025/177

# ADVENTURE TIME

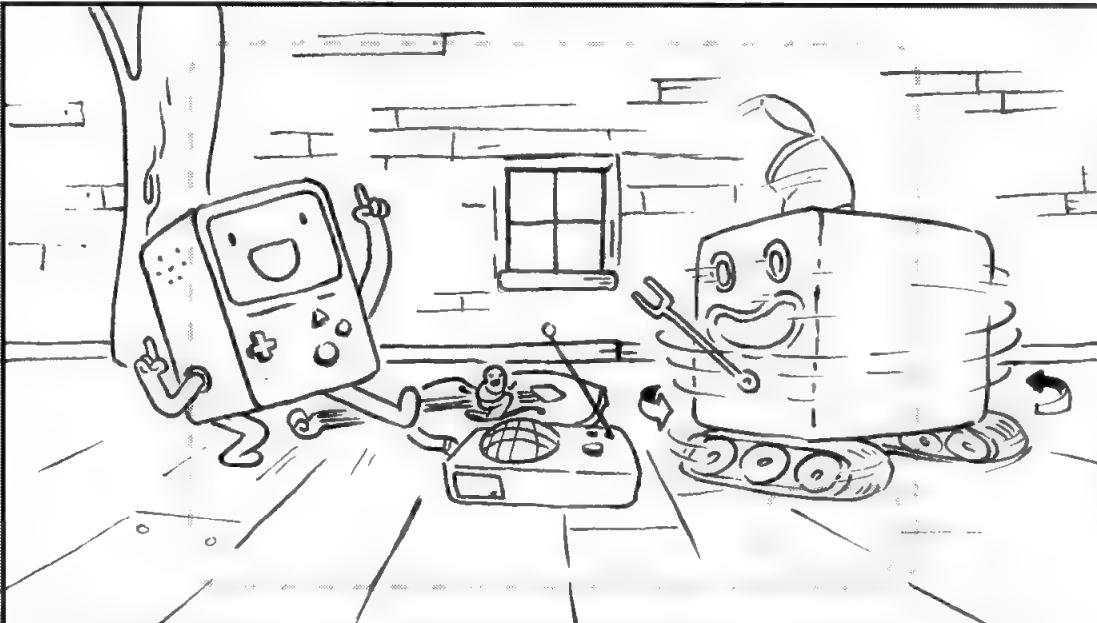


Sc. 129

Pnl. A

Bg.

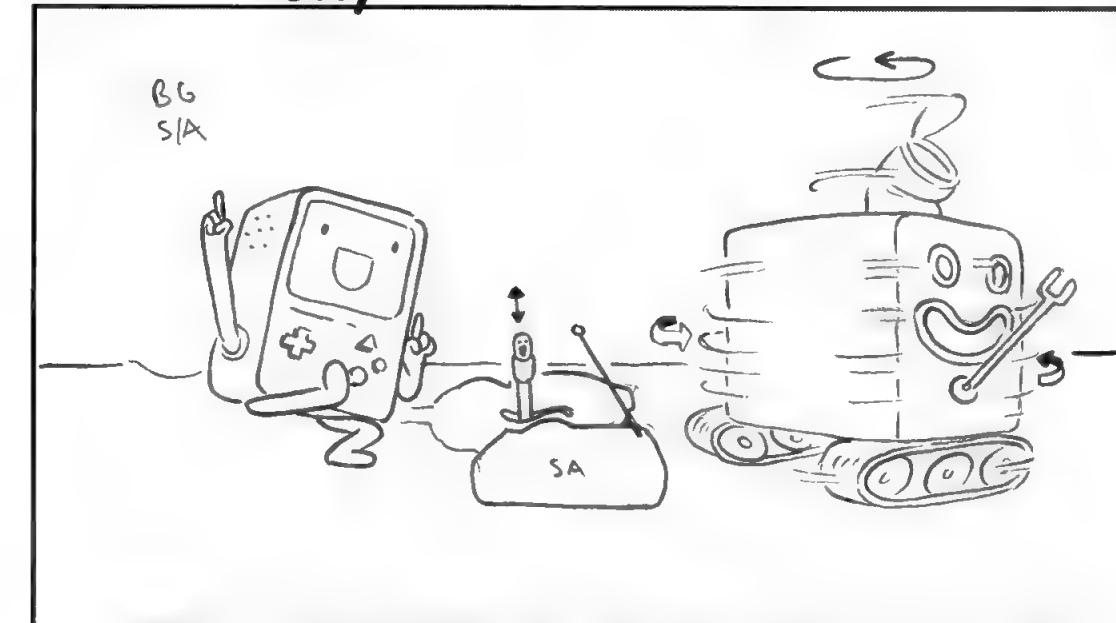
day night



Sc. 129 cont Pnl. B

Bg.

Page 209A  
210 Next  
day night



Dialog:

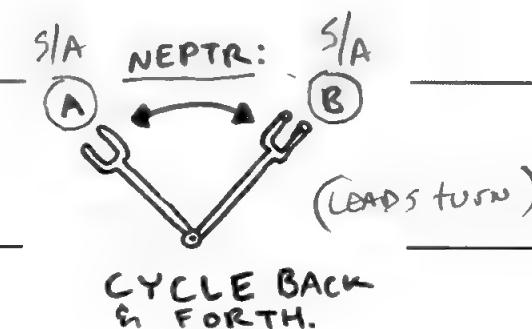
BMO: HA - HA WOO! YAY!

MAR 20 2014

Action:

- BMO DANCES.
- NEPTR SPINS FAST & WAVES ARM.
- SHELBY BOBS UP & DOWN.

Timing:



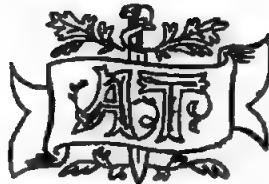
Production:

EPISODE #

1025/177

1025/177

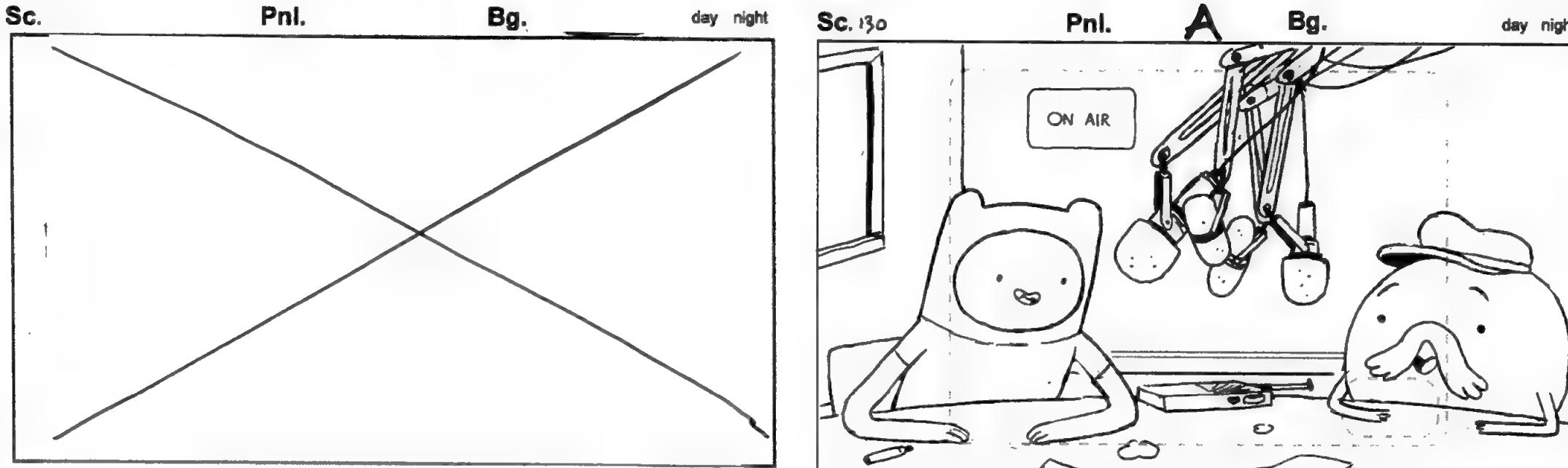
# ADVENTURE TIME



*Cut*

Page 210

*Cut*



1025/177

Dialog:

JJ (C/S) (LAUGHING)

MAR 20 2011

Action:

Timing:

1025-177

EPISODE #

Production:

1025/177

1025/177

1025/177

Cut

# ADVENTURE TIME

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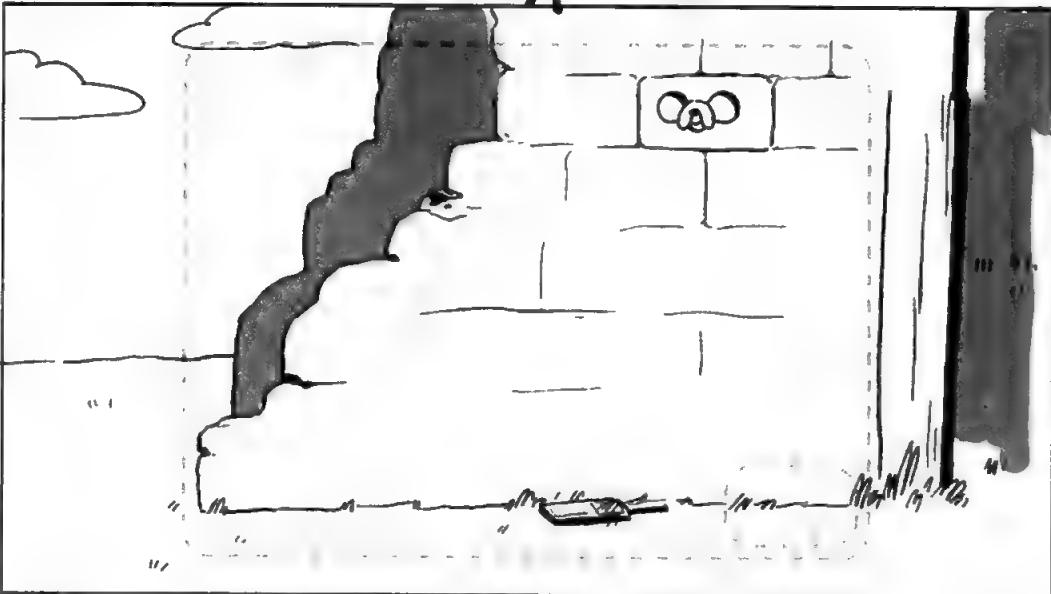
Sc. 131

Pnl.

A

Bg.

day night



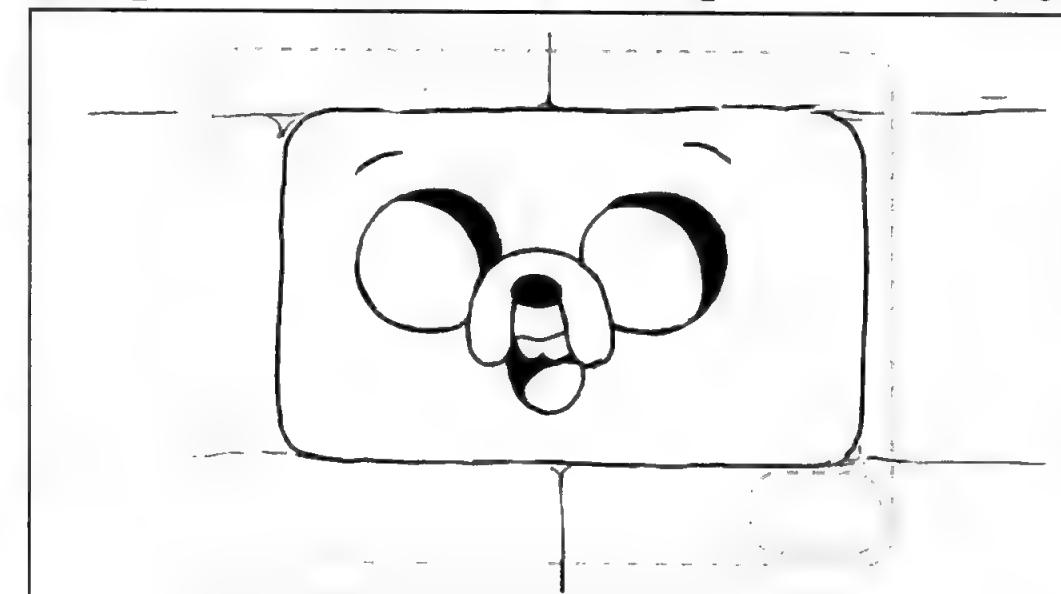
Sc. 132

Pnl.

A

Bg.

day night



Page 211

1025-177

EPISODE #

Production :

1025/177

Dialog:

J/ THIS BUNNY HAS THE RIGHT ATTITUDE ...

J/ WHO CARES ABOUT BEING A BRICK IN A WALL OF A FALLING DOWN SHACK?!

Action:

MAR 20 2011

Timing:

1025/177

ATC

Cut

# ADVENTURE TIME

1025/177

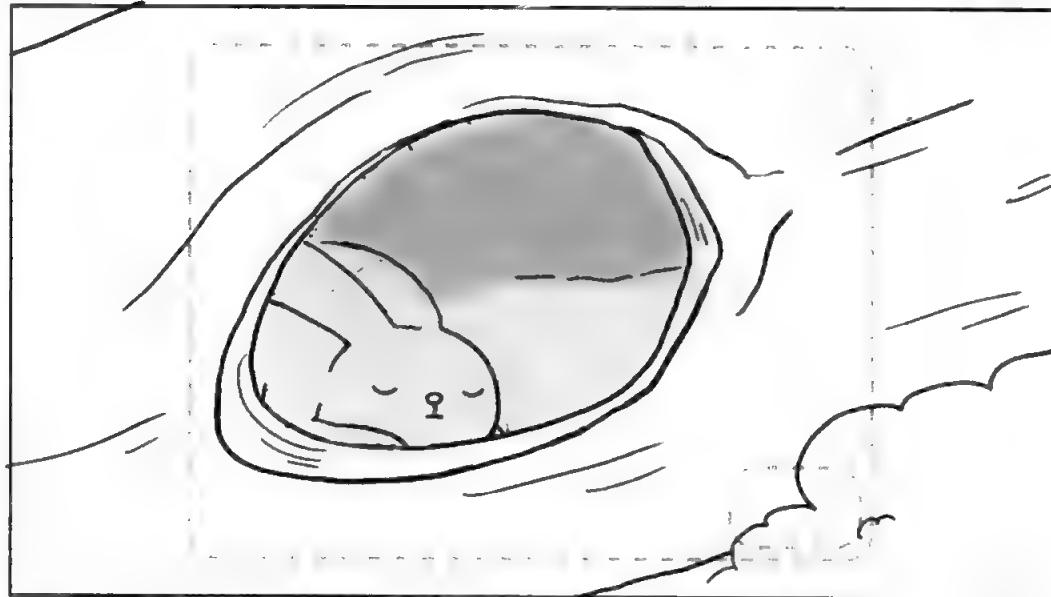
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Sc. 133

Pnl. A.

Bg.

day night



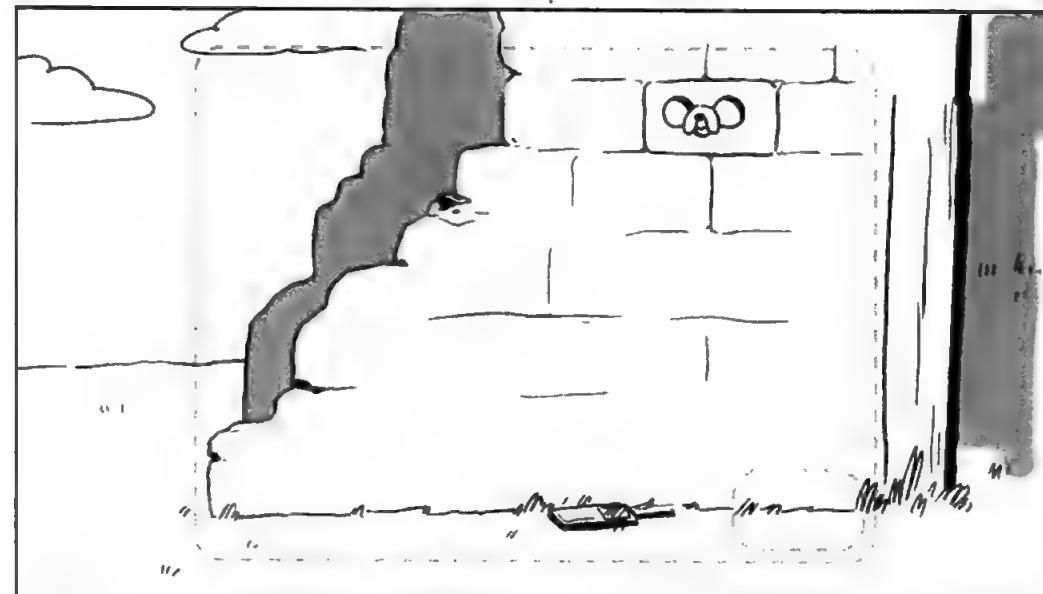
Sc. 134

Pnl. A

Bg.

day night

Page 212



**Dialog:**

J/ (OIS) THERE'S SOMETHING BIGGER THAN THAT AND THE BUNNY HAS ANSWERS!

**Action:**

MAR 20 2014

**Timing:**

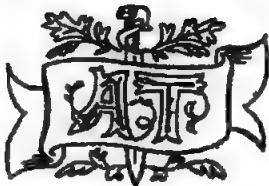
Production :

1025-177

EPISODE #

1025/177

# ADVENTURE TIME



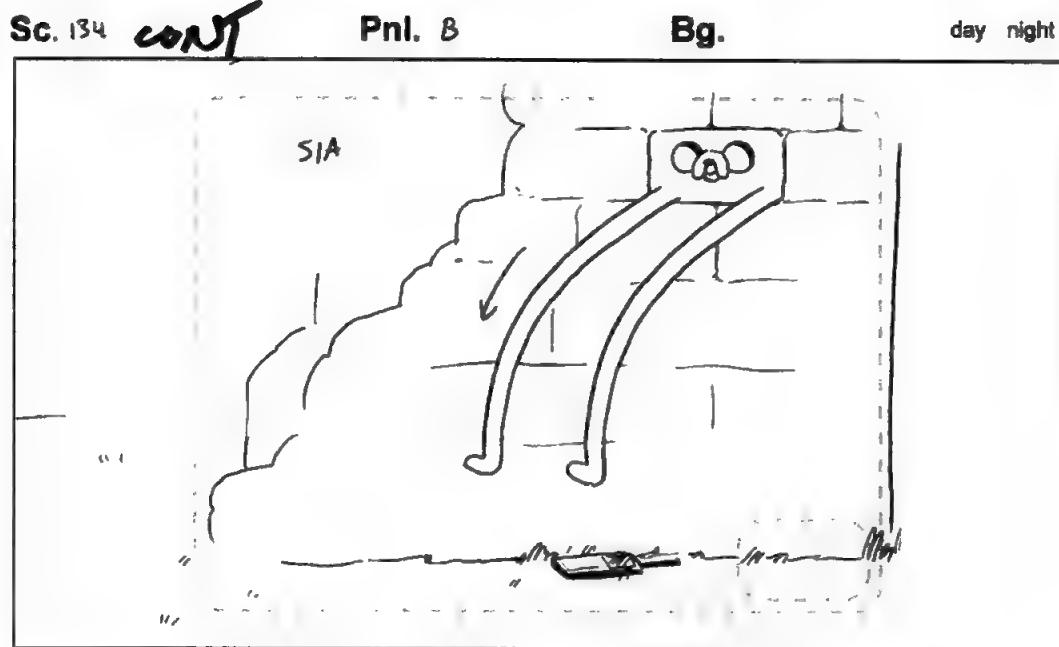
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Sc. 134 *cont*

Pnl. B

Bg.

day night

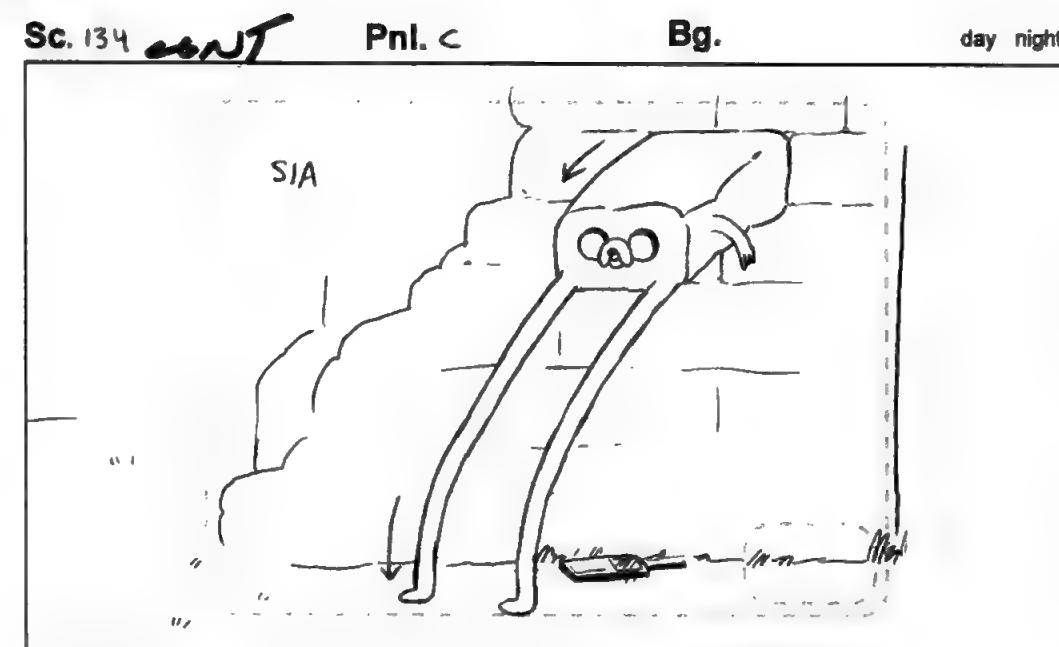


Sc. 134 *cont*

Pnl. C

Bg.

day night



Page 213

1025-177

EPISODE #

Production :

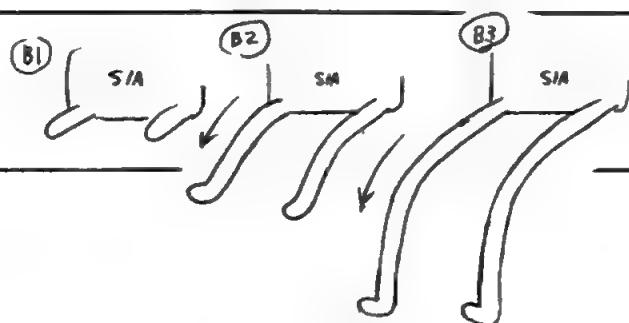
1025/177

1025/177

Dialog:

SFX: \*STRETCH\*

Action:



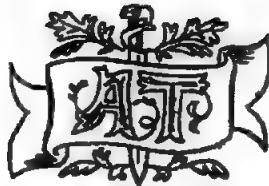
- J. STRETCHES OUT of HOLE.

MAR 20 2014

Timing:

1025/177

# ADVENTURE TIME



Page 214

Sc. 134 CONT Pnl. D

Bg.

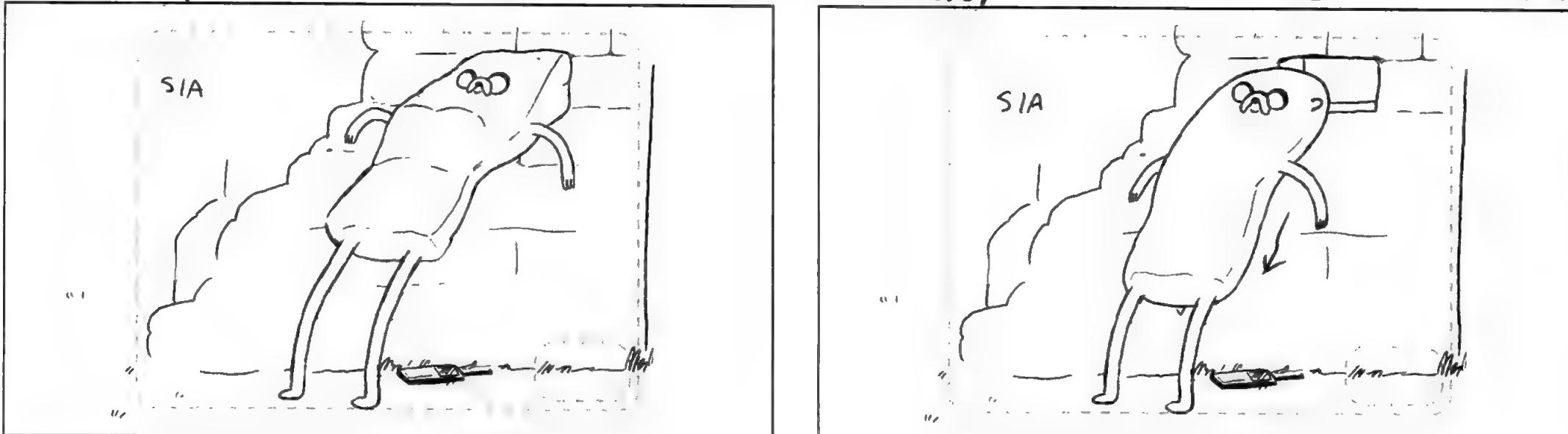
day night

Sc. 134 CONT

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

MAR 20 2014

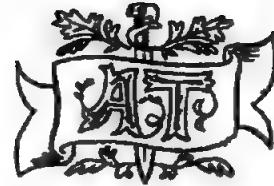
Production :

1025-177

EPISODE #

1025/177

# ADVENTURE TIME



Page 215

Sc. 134 *cont*

Pnl.

F

Bg.

day night

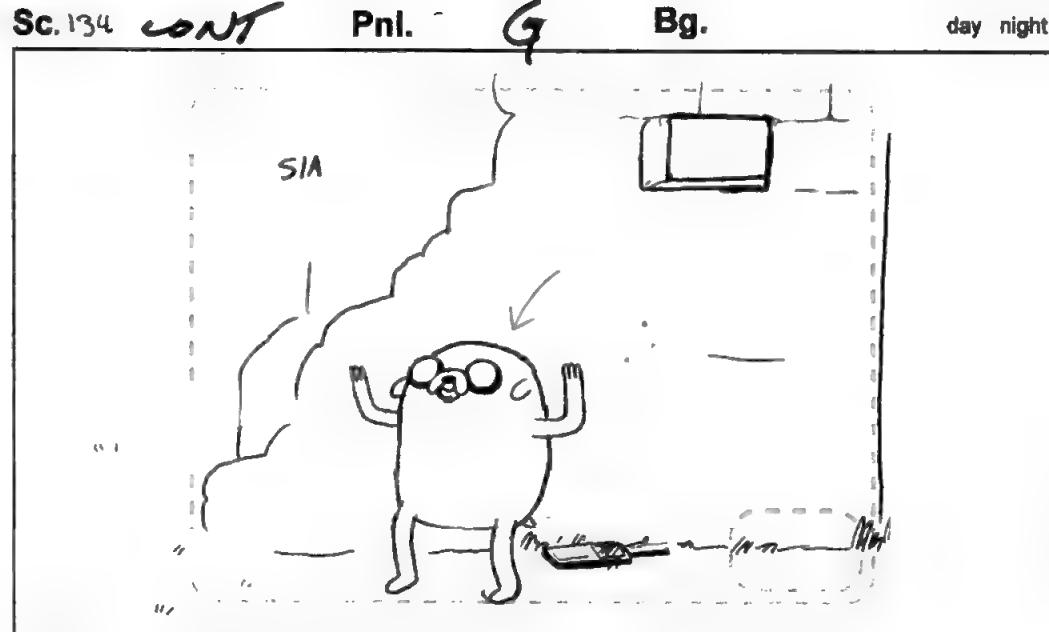
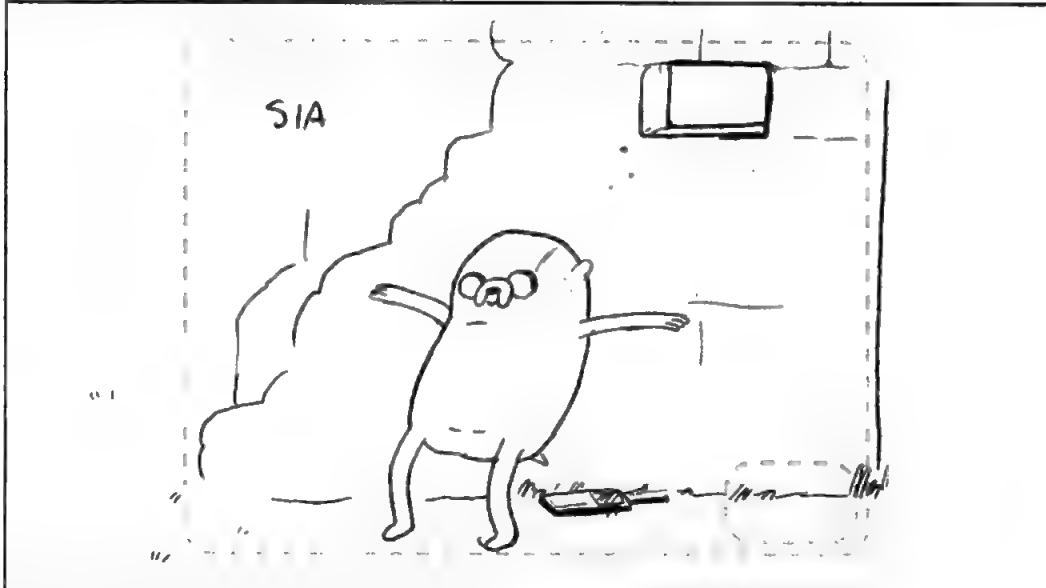
Sc. 134 *cont*

Pnl.

G

Bg.

day night



Dialog:

J/ TEACH ME, MR. B!

Action:

- J. STRETCHES BACK TO REGULAR SHAPE.

MAR 20 2014

Timing:

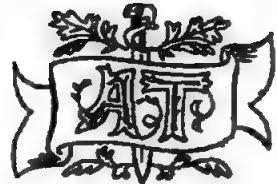
1025-177

EPISODE #

Production :

1025/177

# ADVENTURE TIME



Page 216

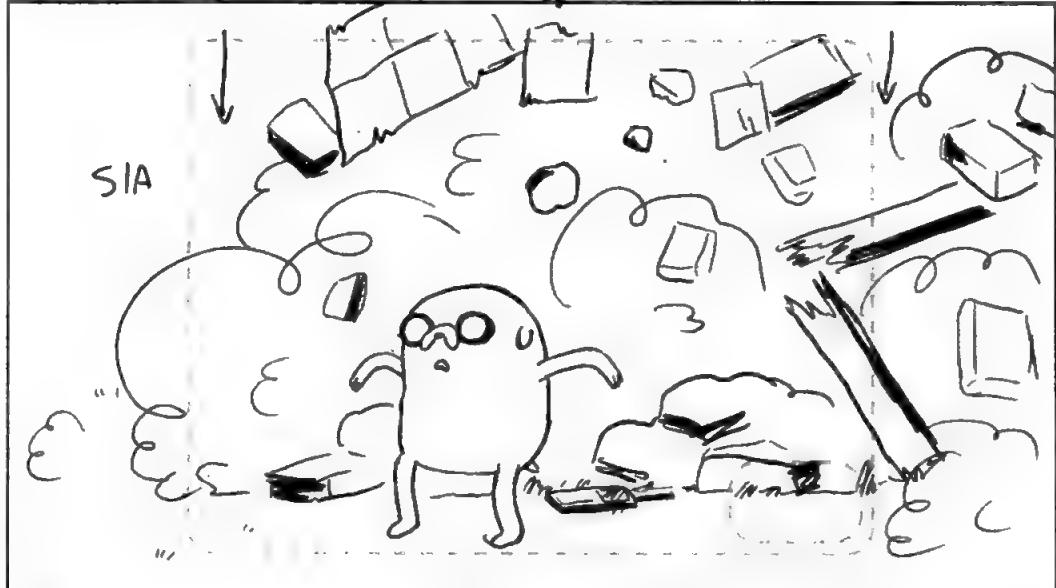
Sc. 134 *CONT*

Pnl.

H

Bg.

day night



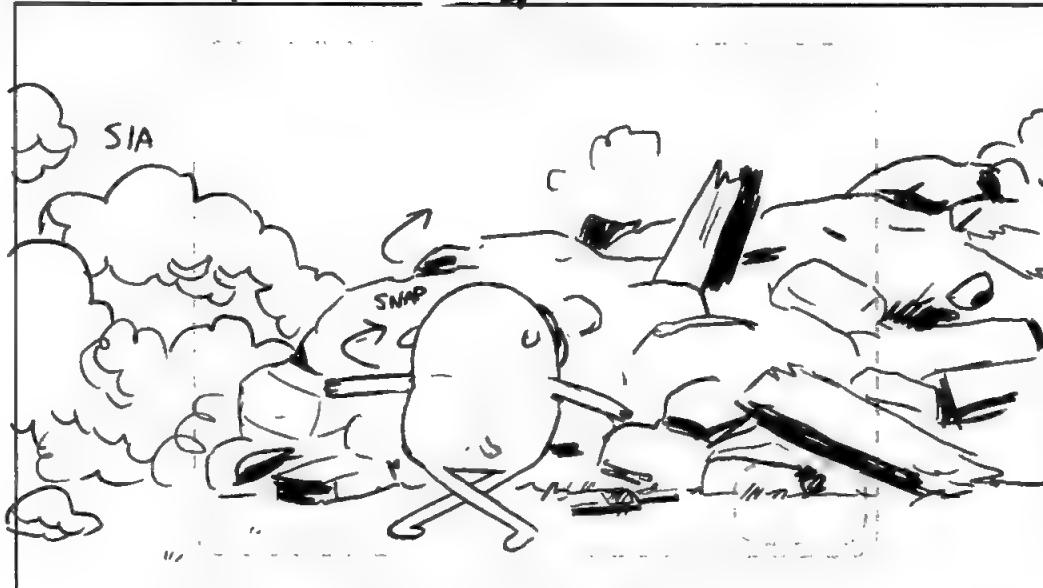
Sc. 134 *CONT*

Pnl.

F

Bg.

day night



Dialog:

MAR 20 2011

Action:

- J. TURNS SUDDENLY.

- SHACK COLLAPSES SUDDENLY. DUST CLOUD RISES.

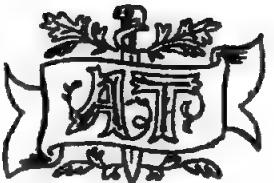
Timing:

Production :

1025-177

1025/177

# ADVENTURE TIME



Page 217

Sc. 134 *CONT*

Pnl. J

Bg.

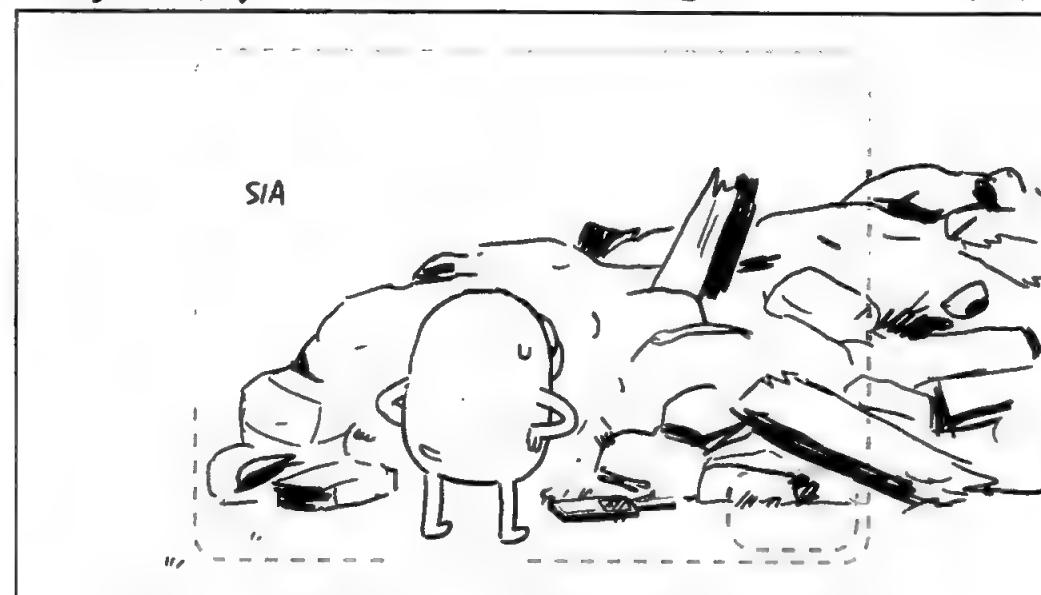
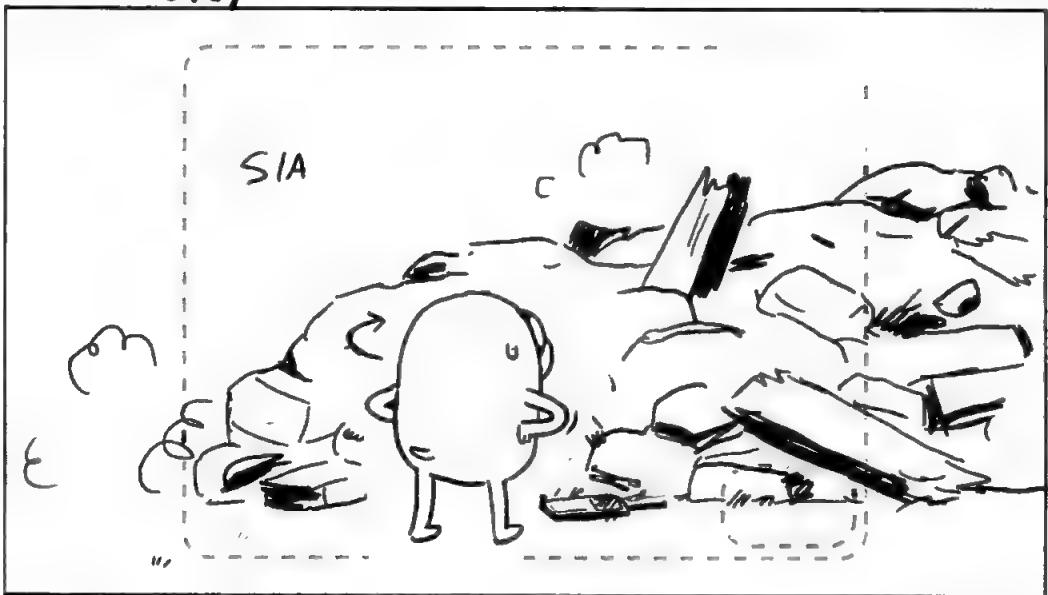
day night

Sc. 134 *CONT*

Pnl. K

Bg.

day night



1025/177

Dialog:

J: AWW.

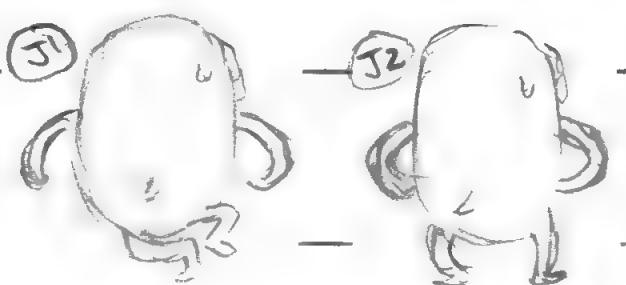
Action:

- J TURNS HIS LEGS AROUND.

DUST SETTLES

MAR 20 2014

Timing:



Production :

1025/177

1025/177

1025/177

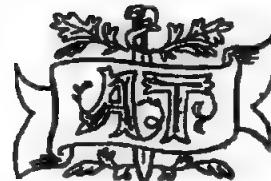
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# ADVENTURE TIME

Sc. 134 *cont*

Pnl. L

Bg.



day night

Sc. 134 *cont*

Pnl. M

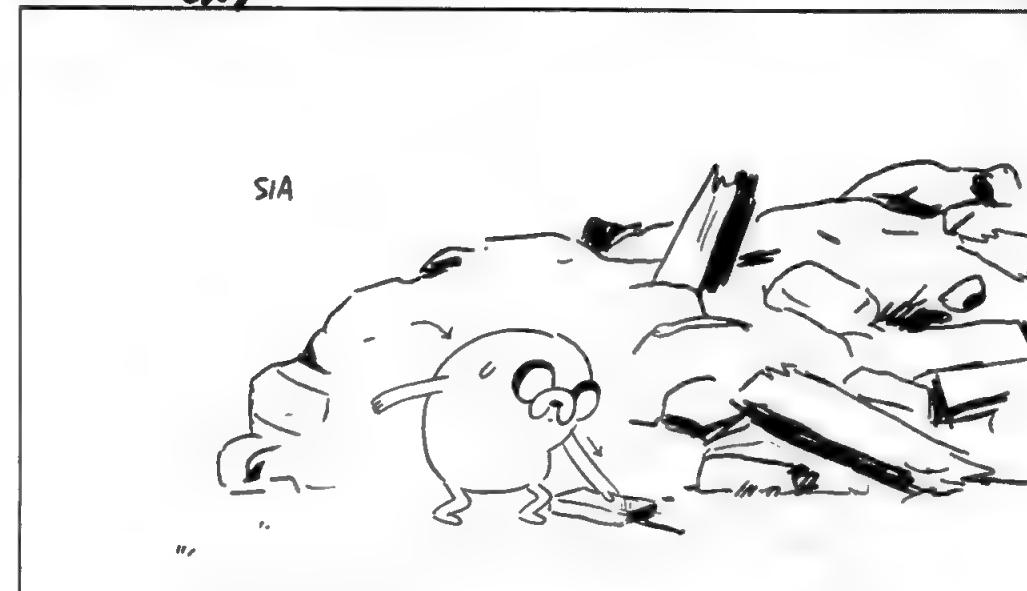
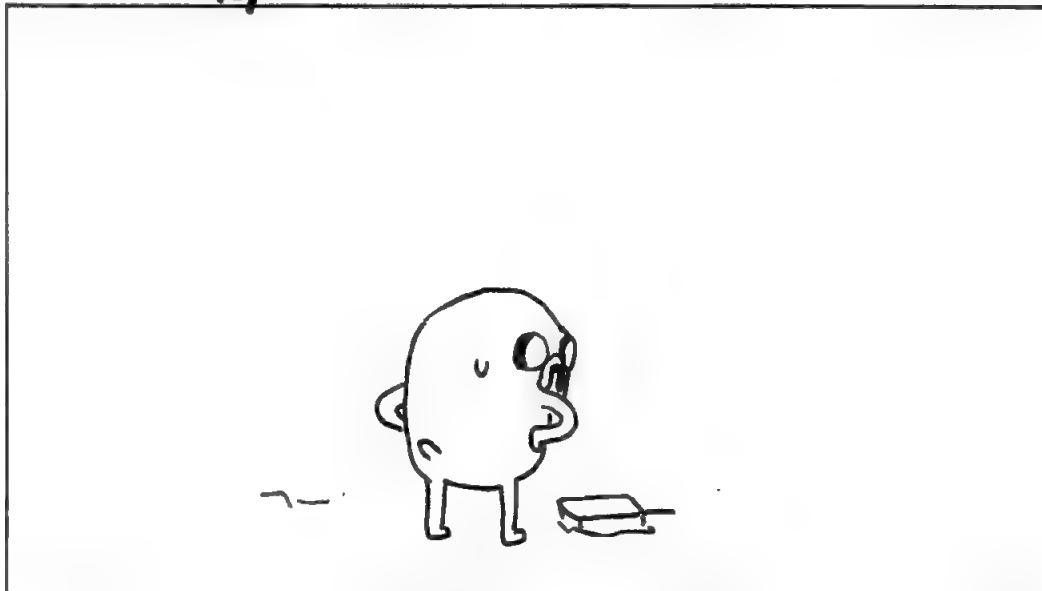
Bg.

NO SC'S  
135 - 138

Page 218

No PGS 219 - 221

day night



EPISODE #

Production :

Dialog:

F/ (os) JAKE ?

F/ (os) JAKE? YOU THERE BUDDY? OVER.

J/ HEY FINN.

Action:

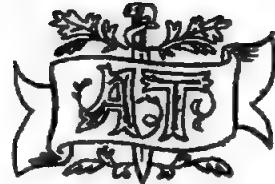
Timing:



1025/177

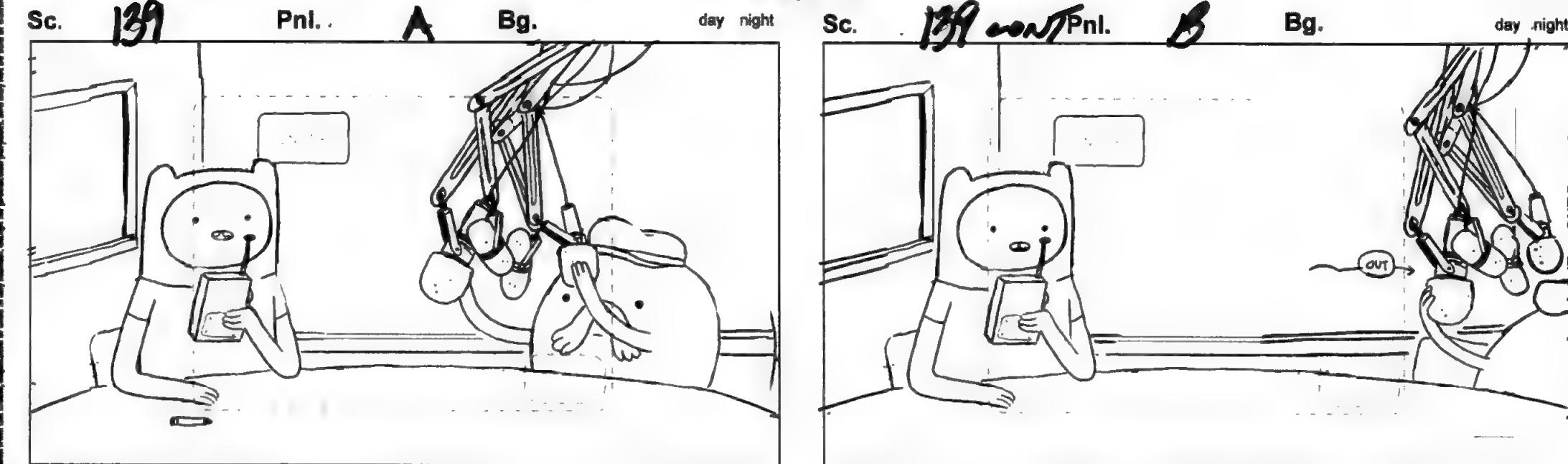
1025/177

# ADVENTURE TIME



Ex

1025/177



**Dialog:**

F / HEY MAN.



F / ARE YOU READY TO COME HOME?

**Action:**

- STARCHY WALKS OFF /S  
W/ MICROPHONES.

MAR 20 2014

**Timing:**

Production :

1025-177

EPISODE #

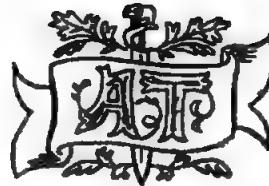
1025/177

No Pgs. 219-221  
Page 222

Ex

1025/177

# ADVENTURE TIME



Cut

1025/177

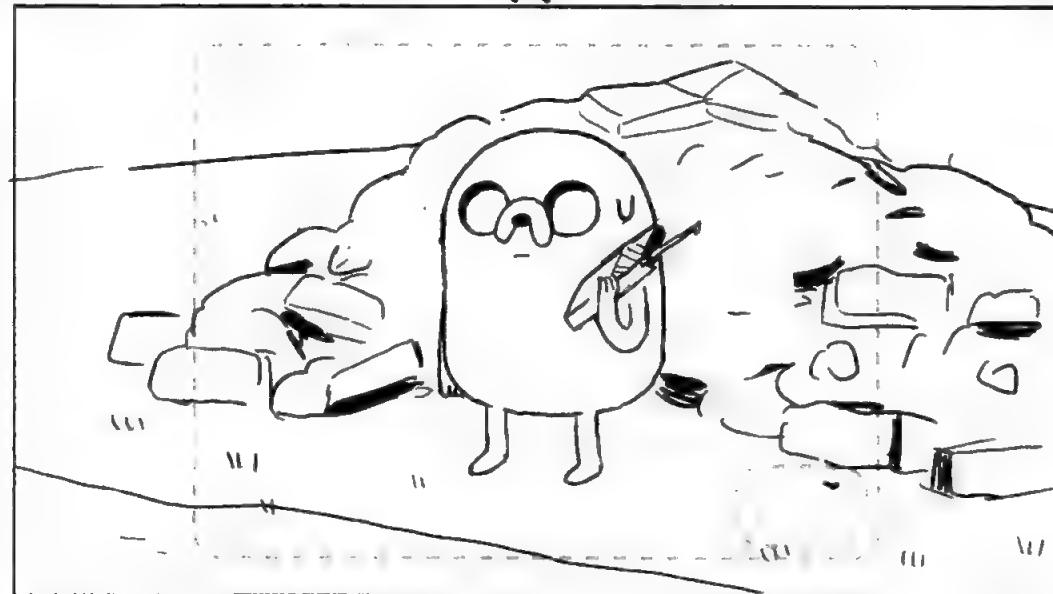
Sc. 140

Pnl.

A

Bg.

day night



Sc. 140

Pnl.

B

Bg.

day night

cont

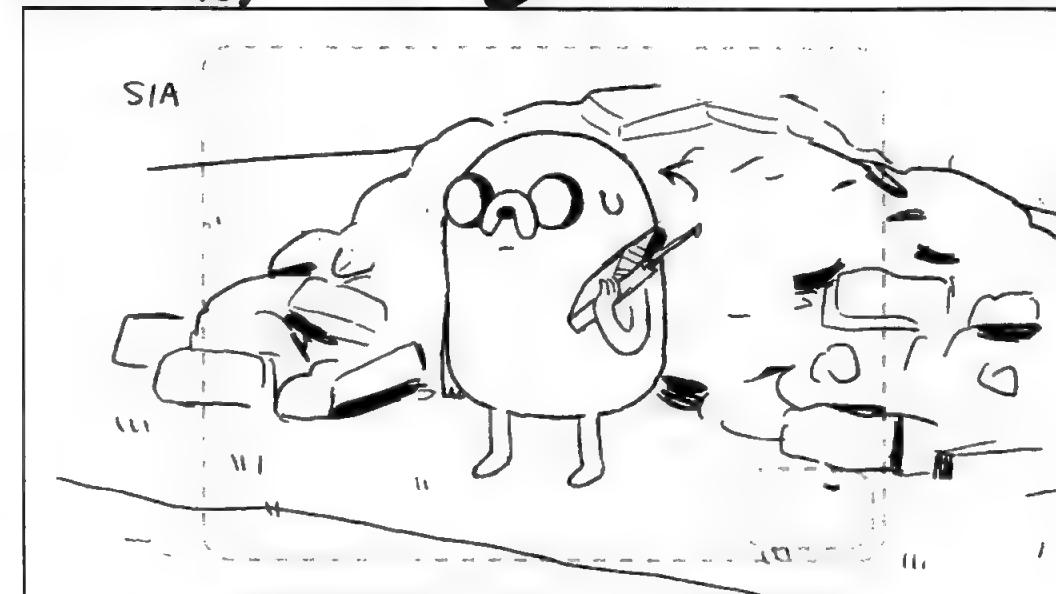
1025-177

EPISODE #

Production :

Cut

Page 223



Dialog:

- J LOOKS TOWARDS TREG.

MAR 20 2014

Action:

Timing:

1025/177

# ADVENTURE TIME



Cut

Page 224

Sc. 141

Pnl.

A

Bg.

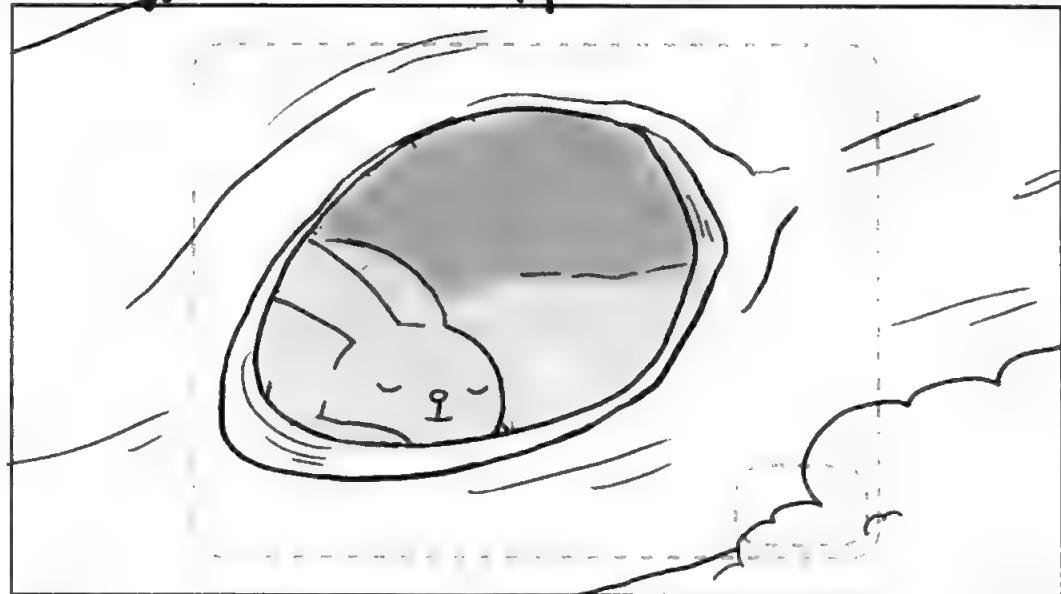
day night

Sc. 142

Pnl. A

Bg.

day night



Dialog:

Action:

BUNNY SLEEPING



Timing:

1025/177

Production :

1025-177

EPISODE #

1025/177

# ADVENTURE TIME

1025/177

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Sc. 142 *cont*

Pnl.

B

Bg.



*Cut*

day night

Sc.

*143*

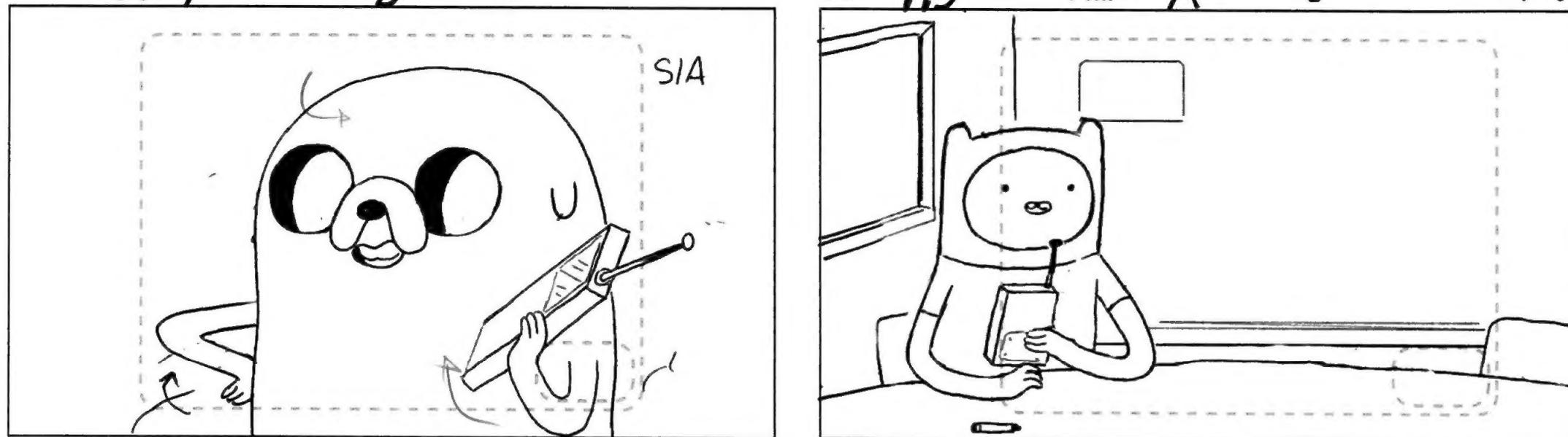
Pnl.

A

Bg.

Page 225

day night



**Dialog:**

*J/ THAT SOUNDS GOOD.*

*F/ AWESOME. SEE YOU SOON.*

**Action:**

MAR 20 2014

**Timing:**

Production :

1025-177

EPISODE #

1025/177

# ADVENTURE TIME



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1025/177

Sc.

14/3

CONT

Pnl.

Bg.

day night

Sc.

14/3

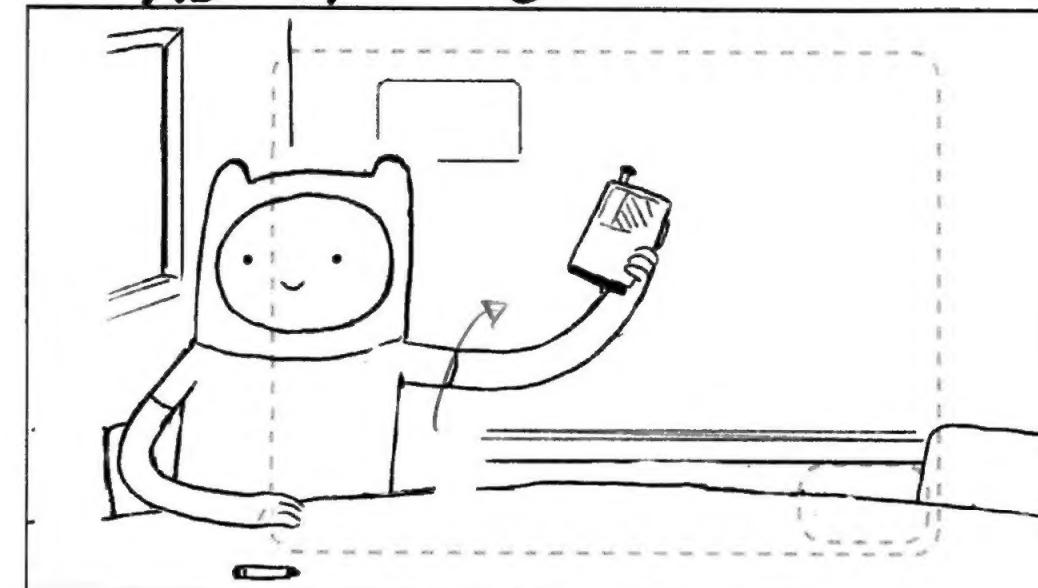
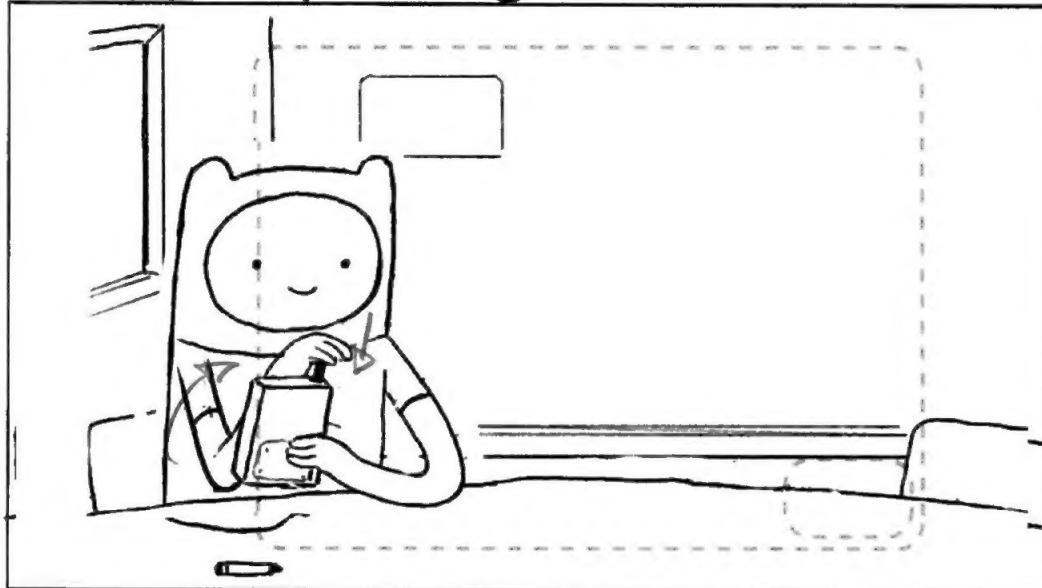
cont

Pnl.

Bg.

Page 226

day night



EPISODE #

1025-177

Production :

1025/177

CUT

1025/177

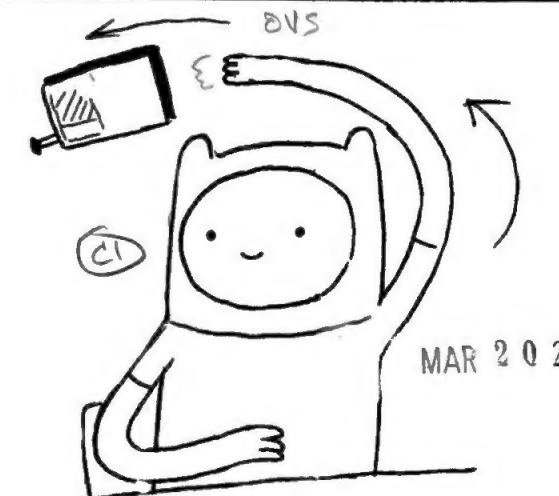
Dialog:

SFX/ CLICK

Action:

F THROWS WALKIE TALKIE

Timing:



Cut

# ADVENTURE TIME

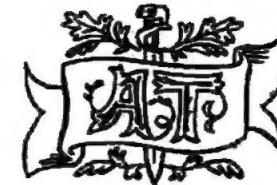
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Sc. 144

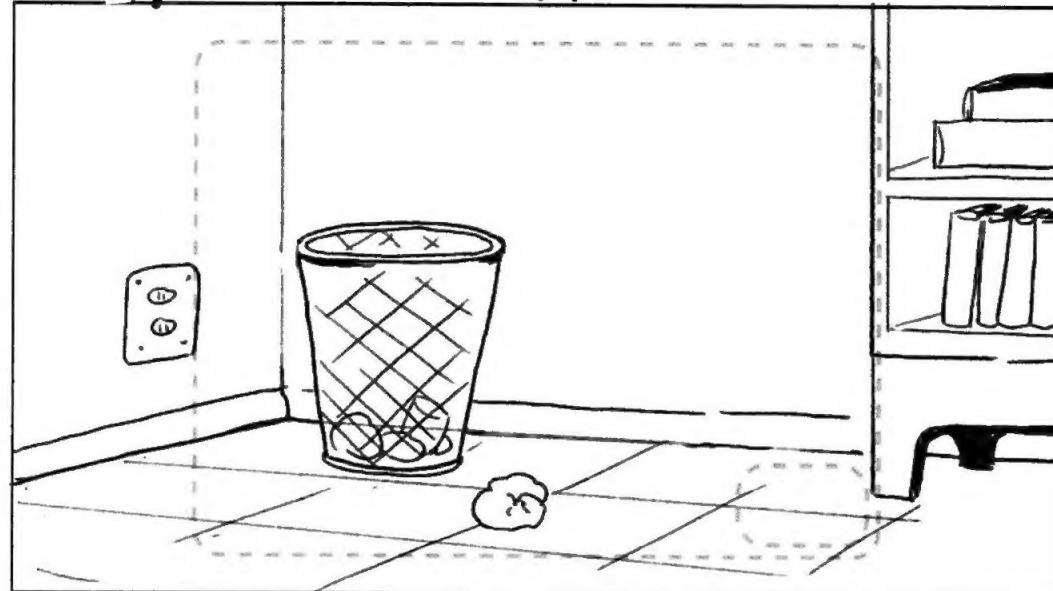
Pnl.

A

Bg.



day night



Sc.

144 cont

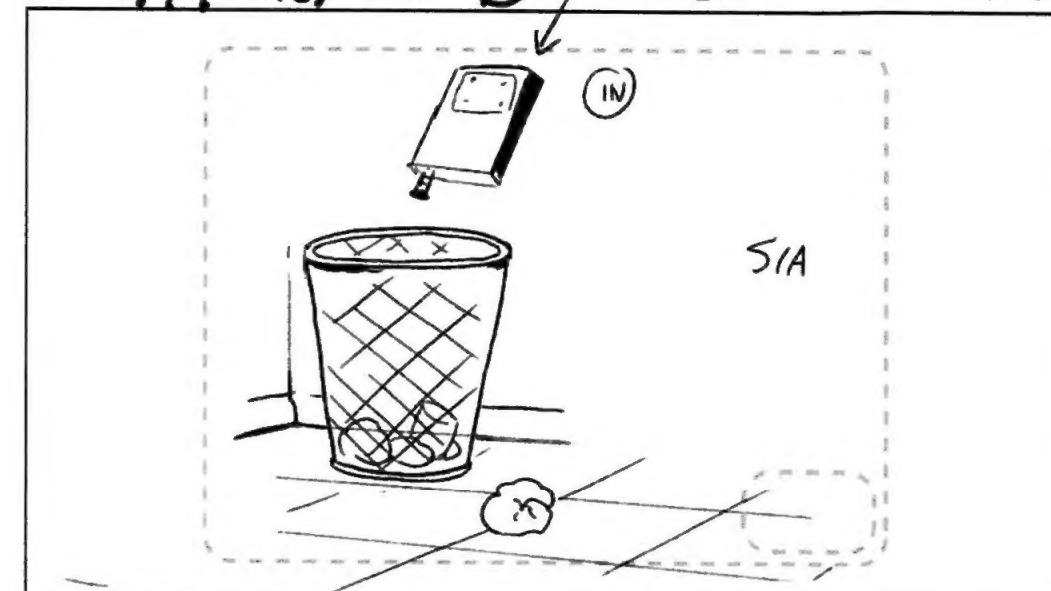
Pnl.

B

Bg.

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day night



SIA

Dialog:

Action:

MAR 20 2014

Timing:

Production :

1025-177

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1025/177

1025/177

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# ADVENTURE TIME

Sc. 1444 CONT Pnl. C Bg.



day night

Sc. 145

Pnl.

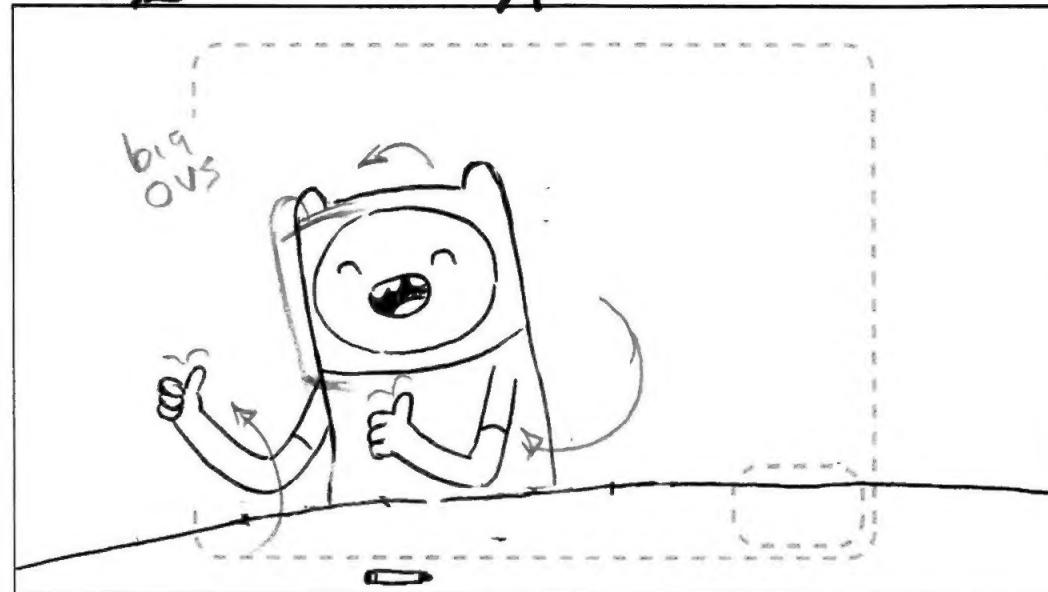
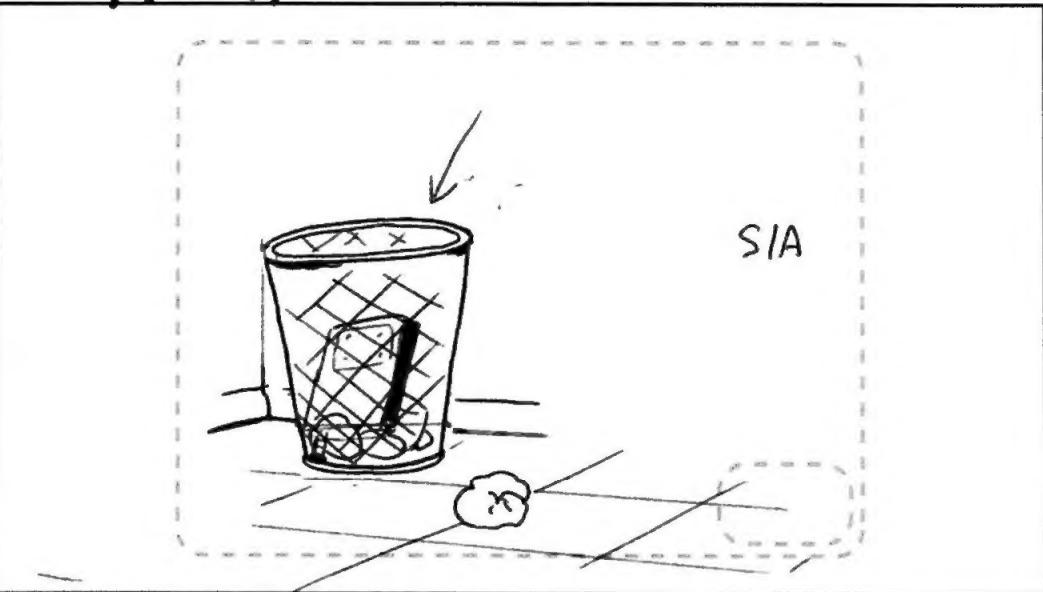
A

Bg.

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1025-177  
EPISODE #

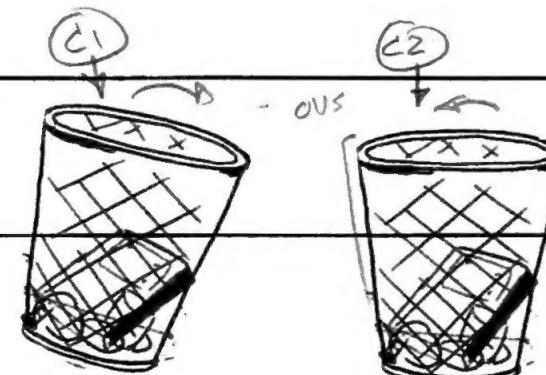


Dialog:

F/ Yusss!

MAR 20 2014

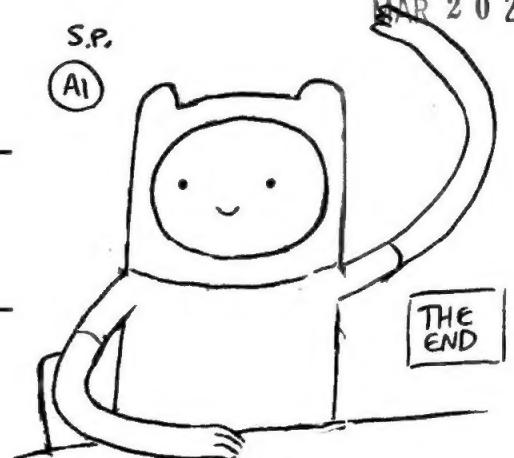
Action:



CAN WOBBLIES AS W-T LANDS IN IT

DOUBLE THUMBS UP.

Timing:



Production:

1025/177